

Operation Obliteration 2 War Manual

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The Operation Obliteration series delivers a combined total of 22 completely unlocked levels, ensuring immediate, unrestricted player agency with no progression locks. This comprehensive package includes a Specialized Game launcher that allows non-sequential game level access.

Breakdown of Operation Obliteration Levels:

Original Op Oblit game: 8 Levels: A long lost FPS classic returns!

Operation Obliteration 2: 12 Levels (includes the Meat Grinder level, accessible via Level 6)

Game Demos: 2 Levels, two different versions.

Total Game Content: 22 Levels (unlocked)

Game launcher allowing non-sequential access.

At Oblit Gamewerks, our design philosophy is straightforward: strip away modern padding, respect the player's time & deliver raw, unadulterated FPS gameplay through a distinct retro-tactical aesthetic and heavily modified engine architecture.

Our games aren't for everyone and you will receive no hand holding. You will be dumped into a level and you're expected to figure it out yourself. No safe spaces provided: you can't hide behind rubble for 5 seconds to heal your bullet wounds. Bullets have consequences.

Cut scenes are cut: Our games are for players who want to shoot baddies, not watch a movie!

Our signature war room launcher grants players absolute freedom of access by avoiding artificial progression gates and leaving every level unlocked from the very first launch.

You paid for it, you own it. You should be allowed to play whatever and whenever you want!

While non-sequential design offers immediate access to any operational zone, the campaign is explicitly structured to be experienced sequentially; the progression escalates naturally. If you choose to bypass the early deployments and jump straight into the bullet ridden hell of the advanced levels, only to get wiped out quickly, that's on you. War is hell.

Level 1: Ghetto Fumigation

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Lore:

The campaign opens in the immediate aftermath of a brutal liquidation, where the fires of resistance have just been violently extinguished. Emerging from the foul, subterranean sewer network, the player steps into the desolate outskirts of a recently cleared Jewish ghetto. The environment is a stark monument to Nazi atrocities—characterized by ruined urban architecture, collapsing brick tenements, and streets choked with heavy rubble and the burnt-out hulls of Panzer tanks. Active fires still consume what remains of the barricades, casting long shadows across the debris.

Fascist pigs:

Adding to the horror of this oppressive landscape, squads of Nazi soldiers can be seen picking through the structural decay, callously sorting through the smoking rubble and looted homes to strip the dead and displaced of any remaining spoils of war. This is a haunted battlefield of total destruction, where the smoke of a destroyed community still hangs thick in the air, marking the grim starting point of your mission.

Ambience:

The environment is bathed in a cold, light blue-tinged glow of early morning dawn, casting an eerie, clinical pallor over the devastation. This harsh, pale lighting cuts through the rising smoke, making the ruined urban architecture, collapsing brick tenements, and rubble-choked streets feel utterly exposed yet deeply claustrophobic. It is a stark, tense, and desolate atmosphere.

Audio Tone:

The audio design is driven by a suspenseful, minimalist score. Low, droning cello notes and metallic thuds build a constant undercurrent of dread, mimicking a racing heartbeat. This heavy music is punctuated only by hyper-realistic environmental audio: the distant, hollow echo of a solitary gunshot, the guttural shouts of German patrols. The lack of traditional battlefield bombast creates an isolating, high-tension atmosphere where every sound is a potential threat.

Gameplay & Combat Loop:

This level serves as the formal baptism into the game's core combat loop, immediately punishing complacency and discarding traditional shooter tropes. Rather than allowing players to rely on standard, linear head-on cover, the ruined urban architecture forces a deadly lesson in verticality and sharp situational awareness.

The ghetto's collapsing tenements are multi-level sniper nests; hostile forces are strategically positioned in fractured upper-story windows, crumbling balconies, and across jagged rooftops. This design forces the player to constantly scan the vertical horizon and adapt to overlapping, multi-directional fields of fire.

To survive, you must fluidly transition between aggressive close-quarters clearing of looting nazi scum and high-stakes firefights against fascist vermin holding the high ground. Enemies establish a relentless, high-tension rhythm where threats can rain down from any angle.

Level 2: The Pigs of War



Lore:

Beyond the ruined city streets lies The Iron Veins, a suffocating trench network hastily dug by the German Army during the final, desperate retreat of 1945. Originally designed as a last-ditch defensive line to stall the Allied advance, these claustrophobic, dirt-walled corridors have become a subterranean fortress for the *Schwurbrüder*—a cell of fanatical Nazi loyalists who have sworn a blood oath to fight to the absolute dead end.

Stripped of air support and heavy armor, these soldiers have turned the labyrinthine fortifications into a meat grinder, utilizing hidden murder holes, subterranean tunnels, and blind corners they know by heart. In this dark, narrow hell, the open sky is replaced by barbed wire and paranoia; survival requires checking every shadow, as the garrison would rather cave the trenches in on themselves than yield an inch of ground.

Trigger Matrix & Combat Flow:

As one of the very first operational zones designed for the tactical campaign, the pacing throughout this canyon sector is deliberate, highly structured, and manageable for a focused vanguard. Simple entry into a designated canyon sector immediately alerts the local defensive troops, who respond with violent, coordinated suppressive fire.

Once you cross a major geological threshold or breach a reinforced checkpoint, a specific squad or entrenched defensive encampment is triggered to immediately engage your position, turning the entire map into a calculated series of tight, isolated skirmishes rather than an overwhelming, unmanageable map-wide chaotic brawl.



Trench Trap:

The serpentine design of the fortified trenches and deep rock fissures severely restricts forward sightlines, compressing the combat space and forcing immediate, close-quarters engagement. This lack of visual clearance creates a high-tension environment where every blind corner presents an immediate ambush risk, requiring constant tactical vigilance. Furthermore, the vertical architecture introduces significant exposure; overhead wooden scaffolding allows enemy counter-snipers to establish dominant high-angle vantage points.

To survive, players must continuously monitor both immediate horizontal turns and the elevated structures above, balancing the threat of localized crossfire with sudden vertical attacks.

Even the natural desert environment itself functions as an active combat hazard, with seasoned shock troops hiding just behind the tangled messes of rusted barbed wire scattered throughout the trench network to catch moving targets off-guard. In a treacherous place like this, countless lethal hazards are always waiting to punish a reckless advance, making it so that death is effortless while survival demands every single shred of focus and momentum you have left in the tank.

Orwellian Propaganda:

Brightly colored propaganda posters, military banners, and signs are scattered everywhere across the facility walls, serving as a lethal, intentional visual distraction designed to break your focus in the heat of exploration. While you are busy reading a sign or attempting to decode a sector marker, a patrolling Nazi soldier will use the lapse in concentration to sneak up on your flank or round the immediate corner to blow you away before you can raise your weapon. Most of these signs feature aggressive psychological triggers, grandiosely advertising the various twisted, fascist ministries of the collapsing Nazi government while demanding absolute obedience to the state. They possess a distinctly grim, Orwellian look and aesthetic flavor that would make any authoritarian dictator proud, weaponizing the architecture itself to keep invaders disoriented, paranoid, and perpetually vulnerable.

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Environmental Storytelling:

Beneath the violence, the trenches are packed with rich environmental storytelling assets that paint a bizarre picture of daily life for a garrison waiting on the edge of doom. Tucked into carved rock alcoves and sandbagged dugouts are functional, brightly lit vending machines, including retro cigarette machines, carbonated pop machines and mechanical hot dog machines still warming stale rations for the troops.

These strange, domestic details stand in contrast to the military hardware, offering a chilling glimpse into the mundane lives of the fanatical zealots rotting in their holes.



Level 3: Desert of Stolen Souls

Antagonist:

Standartenführer Dietrich Von Schatz, Commander of the Sonderkommando Edelweiss (The Edelweiss Special Command). A fiercely loyal, fanatical tactician hand-picked by the inner circle to guard Hitler's emergency lifeline. Von Schatz views this desolate canyon outpost as the literal birthplace of the future Reich, executing any staff member who shows even a shred of doubt regarding their final directive

Catalyst:

The Reichstreuhand-Koffer (The Reich Trust Chest). A staggering stash of three hundred million Reichsmarks in uncut, blood-stained diamonds plundered from across occupied Europe. This concentrated hoard of wealth acts as Hitler's personal, classified insurance policy, designed specifically to fund a government-in-exile and buy political asylum in South America, if the home front collapses entirely.

Site:

Altschlossfelsen Outpost (The Old Castle Rocks). A highly classified, concentric canyon maze naturally carved into the scorched, sun-baked desert rock of a hidden German border region.

The entire facility is built around a towering, heavily fortified sandstone plateau that houses a clandestine airfield, underground hangars, and a secure deep-bunker complex designed to withstand heavy aerial bombardment.

Situation:

Berlin is actively crumbling, and Allied Intelligence has just flagged a massive spike in encrypted radio traffic radiating from a dead zone in the desert. The Fuhrer's personal escape transport is currently fueled on the tarmac, its engines idling as the final logistics are ironed out. The uneven, dry riverbed leading directly into the canyon complex is a structural death trap, heavily salted with high-explosive ordnance and surrounded by crumbling, unstable cliff edges engineered to collapse under heavy weight. Allied Command has issued an absolute directive: you must penetrate the canyon network, systematically neutralize the fanatical Nazi garrison protecting the immediate airspace, and seize the emergency war chest before the transport aircraft can slip away into the clouds.

Directives:

Navigate the treacherous, mine-laden ravine without succumbing to the crumbling perimeter cliffs. Infiltrate the concentric canyon maze and bypass the outer security checkpoints. Neutralize the fanatical Standartenführer Dietrich Von Schatz along with his specialized defense garrison. Secure the airfield tarmac and seize the three hundred million Reichsmarks in stolen blood diamonds before the transport launches.

Dynamic Minefields:

The open terrain of the dry riverbed is a minefield where explosive charges are buried beneath shifting sands. Stepping off the established path triggers a sharp, metallic click, giving the player a split-second to dodge the directional blast before the ordnance detonates.

Crumbling Cliff Edges:

The upper paths overlooking the ravine are structurally unsound. Putting too much sustained pressure on the outer rock lips causes the sandstone to break away entirely, sending the player plunging into the jagged rocks below for an instant death if they fail to maintain forward momentum.

The Base Logistics:

The Perimeter Rifle: Placed right at the outer threshold of the canyon approach is a high-power bolt-action sniper rifle left behind by a scout team, designed specifically to let the player pick off the initial wave of airfield lookouts from extreme distance.

Dead-End Rewards:

Exploring the highly dangerous, trap-ridden canyon dead-ends rewards the player with hidden stockpiles containing extra lives, heavy health packs, and specialized high-tier weaponry that makes cracking the central plateau significantly easier.

Verticality & Trigger Zones:

The Visual Tripwires: Crossing specific geological thresholds within the canyon maze hits tight, invisible trigger-spawn zones embedded in the dirt paths. Hitting a zone instantly forces fresh waves of shock troops and aggressive counter-snipers to manifest on the wooden scaffolding and rocky ledges directly above the player's position, immediately tilting the vertical balance of power.

Tactical Overview:

Speed and long-range precision are your only saving graces in this sun-baked slaughterhouse. Keep your eyes locked on the shifting sands to avoid the buried minefields, watch the structural integrity of the outer ledges, and use the perimeter rifle to clear the high ground before advancing into the bottleneck. Scour the dangerous dead-ends for extra lives and heavy weapons when your supplies run low, then push up the central plateau with everything you have. Breach the tarmac, cut down Von Schatz's remaining zealots, and claim the blood diamonds before the Reich's future takes flight.

Level 4: The Reich's Flesh Factory

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Antagonist:

Oberführer Dr. Eberhardt Von Rindfleisch operates as the Director of the clandestine SS Ministerium für Menschliche Verbesserung (The Ministry of Human Improvement). A sadistic butcher hidden behind a lab coat, Von Rindfleisch viewed the human form not as sacred, but as mere raw materials waiting to be optimized through violent biochemical restructuring. When Berlin fell, any remaining ethical constraints dissolved entirely into absolute madness. Safe within his hidden laboratory, he converted his specialized knowledge into a horrific weapon, engineering the localized pandemic that transformed the battlefield into an active slaughterhouse.

Catalyst:

Serum-X7: "Fleisch-Katalysator" (The Meat Catalyst). The Ministry's crowning achievement. A highly volatile, glowing chemical compound designed to render mortality obsolete. Upon injection, the serum aggressively shuts down higher brain functions, legalizes cellular death, and violently reanimates muscle tissue—converting a living body into a mindless, homicidal, flesh engine.

Site:

Eisenwald Penitentiary (The Iron Forest). A brutalist, three-tiered concrete tomb containing exactly 128 containment cells. Von Rindfleisch commandeered the facility to conduct human trials. He started with the inmates, but decided to inject everyone, guards, staff, and even local political detainees. Now, it is a blood-splattered charnel house completely overrun by a chaotic, violent cross-section of the undead.

Situation:

The Allied high command needs cell space, and they needed it yesterday. High-ranking Nazi war criminals, architects of the Holocaust, and displaced SS generals are being rounded up across Europe. They are scheduled to stand trial and face a swift drop from a gallows rope—but we need somewhere secure to hold them while the paperwork clears. Eisenwald Penitentiary is the designated holding ground, but right now, it's occupied by Reich augments. Von Rindfleisch's "human improvements" have completely overrun the facility. Every cell is painted with blood, and the 128 cells are packed to the with reanimated corpses that refuse to stay dead. The facility must be completely sanitized and made safe for the incoming prisoners, before they are executed.

Directives:

Infiltrate the Eisenwald prison complex. Eliminate all augmented undead assets across all three vertical tiers. Terminate any remaining rogue elements of the Ministry of Human Improvement. Clear and secure all 128 cell units to allow immediate inmate intake for the upcoming war trials.

Visuals & Atmosphere:

The Flashlight Metric: Sight lines are kept deliberately short, The player has a powerful, hard-edged flashlight active at all times. The brutalist concrete layout is a blood-splattered nightmare. Walls are painted with frantic arterial sprays, cells are smeared with rusted gore, and floor tiles are slick with fluids that catch the sharp reflection of your flashlight beam.

Audio & Soundtrack:

The darkness is filled with the mechanical wheezing of their ruined lungs, and flesh-tearing snarls echoing through the blood splattered walls.

the concrete pipes. The volume of the zombie snarls scales sharply based on distance. The soundtrack is hard-driving, high-energy gothic industrial horror music. Heavy, distorted synthesizers, pulsing low-end basslines that mimic a racing heartbeat, and aggressive, industrial metal percussion. It isn't passive background noise; it's a relentless sonic assault that drives the player forward, keeping the adrenaline maxed out while clearing the cells.

The Shufflers & Walkers:

Are the baseline Zombie horde. Composed of standard Inmates in tattered uniforms and Prison Guards. They move with classic, predictable gaits but use strength of numbers to corner the player in tight cells and devour him.

The Fast & Slow:

Pure kinetic variance. Some assets respond to the serum with explosive adrenaline bursts, sprinting blindly through the dark toward your flashlight beam, while others crawl or trudge at a glacial, lumbering pace, acting as bullet-sponges that block your escape routes. Reanimated SS staff and Ministry guards form the heavily armored, aggressive Nazi faction.

The dissenters:

Hippie faction consists of political prisoners, peace-advocates, and anti-war detainees swept up by the SS and tossed into Eisenwald, to be used as lab rats.



Exploders:

Volatile, unstable augments whose internal chemistry has reached a boiling point. Shooting them at close range is suicide; they must be popped from a distance to clear out surrounding crowds or risk blowing the player sky-high.

Ragdolls:

Glitched, broken, and completely loose physical horrors. They twitch violently, tumbling over railings and moving with erratic, unpredictable physics that make landing clean headshots a frantic guessing game.

Verticality & Trigger Zones:

The Drop-In Trap: The upper tiers (Tier 2 and Tier 3) are lined with active, pacing zombies jumping down over the edge of broken concrete walkways and rusted railings to land on the player.

Invisible Ambush Triggers:

As the player advances through specific choke points on the ground floor—such as stepping into the center of the main cell block or crossing the threshold of the guard rectory—they hit invisible trigger zones. It can cause a rain of diverse undead to plunge over the railings and drop straight down into the player's immediate vicinity. You aren't just fighting what's in front of you; you have to constantly check the ceiling as the hard-driving gothic music spikes.

Logistics & Resource Management:

You are granted a near infinite pool of ammunition for your primary firearms. You don't need to waste time scrounging through empty lockers or counting bullets; you can lay down a continuous, uninterrupted wall of lead to push back the encroaching meat wave. Antidote Injectors (Health Pickups) are scattered about. When the horde breaches your perimeter and your health drops, slapping one of these injectors into your system delivers an immediate chemical counter-agent that neutralizes the infection strain and boosts your health.

High-Explosive Ordnance:

The Grenade Stockpile & Tactical Catch: You are equipped with fragmentation grenades specifically meant for crowd control. Grenades must be deployed with absolute precision. In the narrow, three-tiered concrete corridors of Eisenwald, a poorly thrown explosive will bounce off a rusted cell door or a low ceiling and land right back at your feet. However, if you use them carefully, a single well-timed toss can instantly vaporize a clustered trigger-drop or detonate an Exploder from a safe distance, triggering a massive, screen-clearing chain reaction.

Tactical Overview:

Use your flashlight to slice through the dark, track the guttural snarls bouncing off the concrete walls, and watch the walkways above you. Keep a tight grip on your grenades in these tight spaces, and look for those antidote injectors when the tiers start closing in. Paint the walls with what's left of Rindfleisch's science project and make this prison secure for the condemned fascists.

Level 5: Timberline Warzone



Lore:

The Timberline Sector is the cursed site of the *Ardennes Ghost Trial* of 1944, where an experimental cloaking array tore a reality rift that caused an entire division to vanish. Now a localized anomaly, the suffocating forest and shifting hills actively fight to swallow anyone who enters. The trail signs scattered through the deep grass weren't left by park rangers; they were posted by stranded survivors trying to chart the mutating woods, a warning that stepping off the marked paths means walking into a permanent ambush by Nazis of the lost division.

Woodland Environment:

Beyond the canyon trenches lies a massive, sprawling, and incredibly dense woodland map that transitions into high hills, natural boulder cover, thick foliage, and deep, neck-high grass. Winding wilderness trails run everywhere through the trees, marked by little wooden directional posts to break up the overwhelming visual chaos of the forest and aid the player with basic navigation.

Because the forest is designed to be mathematically massive and organic, it acts as a disorienting labyrinth where everything naturally starts to look identical, threatening to swallow the player's sense of direction completely.



Deceptive Ambience:

The environmental lighting shifts dramatically into a bright, picturesque, sunny day, filled with the peaceful ambient audio of songbirds chirping in the canopy and distant guard dogs barking playfully. |

This serene atmosphere is paired with a deceptive, relaxing soundtrack mixed to induce a false sense of security in the player. It appears to be a relaxing break from the harsh, claustrophobic, zombie-filled reality of the previous level's flesh factory. However, appearances can be fatal. This sunny wilderness hides elite military forces waiting to violently shatter the tranquil illusion.

Nonsensical Signage:

Adding to the bizarre, psychological atmosphere of the outpost, trail signs feature completely nonsensical mileage indicators that defy geographical reality. You will encounter markers pointing in random directions claiming it is five hundred miles to Paris, twelve miles to Berlin, or ten miles to Seattle, Someone's joke or madness? .

Rather than offering real-world tracking, these contradictory signs function purely as distinct visual landmarks within the gameplay loop, allowing the player to anchor themselves in the environment. They offer a dark, surreal touch to the level design, breaking up the exhausting green and brown monotony of the deep forest while hinting at the total isolation of the base.

Enemy Camps & Resources:

German forces have carved out the wilderness to establish clusters of little outpost camps, canvas tents and camp sites. Crucial medical tents are strategically located right in the dead-center of these enemy encampments, turning every recovery item into a high-risk objective.

This design structure aggressively forces the player to either engage in a direct frontal assault or meticulously infiltrate the heart of the camps whenever they need to heal their wounds.

You cannot simply stay on the outer perimeter and survive; you must constantly push into the lion's den to access the vital resources required to sustain your mission.

Grassland Combat Logic:

The Nazi garrison utilizes the dense natural environment to its absolute advantage, hunkering down and concealing themselves within the deep grass to set up deadly, low-profile ambushes. The highly unscripted, adaptive enemy AI refuses to follow predictable paths, meaning soldiers will either dig into deep defensive foxholes or aggressively charge your position if they spot an opening.

To help the player survive this hidden threat, the user interface features a highly responsive directional threat indicator, utilizing an outer circle and a moving center arrow that maps sound vectors and incoming muzzle flashes. Additionally, a prominent, arcade-style Nazi Kill Counter sits fixed at the top of the screen, tracking every single elimination in real-time to fuel your forward momentum.

Win Conditions:

Befitting the open, sandboxed nature of the plateau approach, the level features dual, split pathways to victory that cater to different playstyles. Players can choose to tactically navigate the brutal terrain, bypass non-essential combat zones, and find the heavily guarded, designated extraction winzone to secure a quiet escape.

Alternatively, you can achieve a total victory by engaging in absolute, systematic eradication of every fascist bastard via the Nazi Kill Counter at the top of the user interface.

Whether you slip through the trees like a ghost or leave the forest entirely cleared of the nazi threat, the choice of engagement is left entirely to your tactical discretion.

Level 6: Part 1: The Truth Extraction Center



Facility:

Das Sanktuarium der Geisselung (The Pain-Mill Asylum) The original medieval insane asylum, known in local folklore as a place where the insane were subjected to violent physical trauma to "purge the flesh." This form of "treatment" usually consisted of beating the devil out of patients.

Overview & Ideology:

Recently, a renegade occult order operating within the highest echelons of the SS, took over the building and repurposed it into their own little hell. Emphasizing the systematic extraction of terror, their central tenet is that human suffering is a literal conduit for spiritual energy. They reject standard military doctrines in favor of ritualistic force multiplication, merging execution apparatuses with their absolute devotion to Lucifer. Their goal is the physical breakdown of the human form via live human sacrifices, dedicated altars, to glorify their horned leader.

Key facility Personnel:

Sanktuarium Director: Hohepriester des Schwarzen Ordens (High Priest of the Black Order)

Chief of Research: Foltermeister der Schutzstaffel (SS Torture Master)

Security Commandant: Opferwart des Altars (Sacrificial Warden of the Altar)

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Echos of pain:

In a deliberate act of acoustic engineering, the order orders the systematic removal of every single interior door. This was assured that the screams of torture would reach those incarcerated, providing an auditory incentive. The facility serves as a central processing node for live human sacrifices. This implements an uninhibited acoustic environment where screams echo unimpeded through the corridors, using the permanent wall of sound to completely shatter the will of the remaining prisoners.

Because the corridors are entirely doorless, these screams bounce, overlap, and distort indefinitely, stripping away any sense of distance, direction, or safety. The foundational soundscape is built on random, echoing ambient sounds of visceral screams.

Visuals and Environment;

The entire complex is filthy, ancient, and decrepit, with heavy blood splatters staining the walls. A thick, ominous red haze hangs over everything. The building carries a massive feeling of heaviness. It is incredibly dark, with sightlines intentionally obscured, meaning the player can only see clearly at close and medium range, keeping long-distance halls shrouded in tension.



Aggressive Goth Horror:

Layered directly over the ambient terror is a relentless, hard-driving soundtrack.

This isn't just atmospheric drone—it is aggressive goth music laced with heavy, pounding horror themes. It features distorted basslines, piercing synths, and a driving tempo designed to heighten adrenaline and anxiety.

Disorienting Occult Broadcasts:

Striated throughout the environment, occult propaganda is violently screamed. These sudden, jarring vocalizations slice through both the music and the ambient screams, serving as chaotic audio cues that keep the listener permanently off-balance.

Mechanics and Aggression Trigger:

The entire facility is an open network of sound. The moment the player fires their weapon for the first time, the entire extraction center awakens. Every single Nazi immediately halts their bloody business and converges on the exact origin of the gunfire. Enemies are ruthless, incredibly aggressive, and will actively hunt the player down. Rather than standing still in static spawn points, they patrol and navigate along pre-defined areas throughout the facility until the trigger pulls, turning the level into a dynamic cat-and-mouse hunt, and you're the mouse.

Dynamic Audio Cues:

As the player moves through different zones of the complex, specific regional audio clips trigger. These include occult audio such as chants and declarations glorifying their Lord Satan, as well as ambient horror from miscellaneous, detached screams echoing from distant, unseen rooms.

Corpse Pile:

The level features a pile of discarded corpses illuminated by a green light. Getting directly into the corpses triggers a unique mechanic. Corpses bring gifts, serving as a hidden, high-risk interaction point for the player to gain critical resources.

Courtyard:

Situated in the middle of the torture facility is an open-air courtyard filled with beautiful flowers and pristine trees. It stands as a jarring, beautiful, and stark contrast to the grim ugliness of the indoor corridors. Exploring this deceptive safe haven yields supplies, including extra lives, standard health packs, and more. And, of course, your favorite nazis are there to be exterminated.

Content disclaimer:

The developers of this game do not actively endorse or promote Satanism, devil worship, or any other occult practices. This level serves strictly as a historical and thematic representation of the dark, final destination that the occult-obsessed Third Reich was heading toward when its factions engaged in severe, unchecked pagan depravity. It is intended solely for mature entertainment and atmospheric storytelling.

In other words, the devil sucks!

Level 6 Part 2: The Meat Grinder



Deep within the bowels of the godless truth extraction centre, (A.K.A demonic torture dungeon) lies a fast and brutal gauntlet known as The Meat Grinder. The player encounters this separate section while moving through the torture dungeon. After some time in the dungeon, the level opens directly into the slaughterhouse chaos of the grand grinder.

Environment & Layout:

The meat grinder area consists of two massive rooms, each the size of a football field and soaring six stories tall. The space is heavily choked with thirty German Panzer tanks parked at haphazard angles, their rusted hulls serving as heavy tactical cover and breaking up vital sightlines. Woven around these steel behemoths is a surreal, chronological graveyard of scattered assets.

The corpse pile:

Against the far concrete wall, a macabre pile of civilian corpses is stacked high, completely out of place. Bolted directly to the masonry right next to the pile is a row of three 1970s-style US public telephone booths— Just in case the dead desire to phone to heaven since the meatgrinder is their hell. Corpses bring gifts: Get in the pile!

The Trap (Quad-Trigger Spawn System)

Right at the entrance to the meat grinder rooms, the player unknowingly crosses four separate trigger zones simultaneously, immediately starting four independent countdown timers.

Enemy waves:

Enemies are set to spawn in distinct intervals across these timers (e.g., Wave 1: 15–30 seconds, Wave 2: 40–60 seconds, Wave 3: 60–90 seconds) ect...All enemies spawn on the ceiling and drop down into the arena. Because the darkness restricts the view, the player cannot see most of the assets "pop in" out of thin air, creating a seamless, sudden ambush from above.

Resources & Weapons:

The arena is scattered with standard weapons, extra lives, and health packs. A specialized shotgun is hidden within the room that can instantly wipe out swathes of enemies. However, because certain enemy variants move incredibly fast, even this weapon cannot guarantee survival.

Corpse Pile Mechanics & Lore:

At the far end of the room lies a massive, grotesque pile of corpses. The pile is bathed in a distinct green light, which consistently indicates a healing zone throughout the game. To ensure the player understands the mechanic, a large, prominent reader board points directly to the pile with the text: "The room is cold, but the bodies are warm. Corpses bring gifts. Get in the pile." Players must physically enter the corpse pile to receive presents from the dead.

Level 7: SS School of Juvenile Domination

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Lore:

Set in the shadowy outskirts of Wewelsburg, the SS-Schule für Jugendbeherrschung (SS School of Juvenile Domination) operated as a deeply classified, experimental facility designed to break and rebuild the minds of the regime's youth. Officially designated under the cover name *Institut für Höhere Rassenpädagogik* (Institute for Higher

Racial Pedagogy), the fortress-like campus forced its cadets through a brutal curriculum of psychological warfare, absolute obedience, and tactical cruelty. Under the strict eye of SS leadership, instructors utilized Pavlovian conditioning and high-stakes survival trials to strip away individual empathy, transforming children into cold, fanatical tools of total state control.

Environment & Layout:

The level opens in a starting corridor where you grab weapons before entering the front door of the school. The main layout centers around six massive classrooms in the middle of the facility. Surrounding these classrooms are corridors containing offices for the different teachers.

Visuals & Lighting:

The lighting is normal, but visibility is heavily restricted by Our signature black fog obscuring the distance, creating tight, limited sight lines. Often the only indication of an enemy shooting at you is the visual presence of the muzzle flash.

Audio & Soundtrack:

Driven by intense, hard-driving metal music to push a high-energy combat pace.

Atmosphere & Environmental Storytelling:

A grim sign hangs at the front entrance reading: "No child leaves here unbroken." Lore is scattered everywhere in the form of notes left behind by the children, containing dark poetry like: "He broke my teeth for speaking true, says Fuhrer loves the pain in you." The teacher offices contain additional scattered student lore and various documents, alongside aggressive fascist propaganda lore posted. Bizarre and disturbing imagery is found throughout the halls, and in the office of the head mistress, Ava Hitlena is a large image of hitler in drag.

Combat Loop & Enemies:

The school is completely devoid of children, but packed with enemy forces. Nazis attack from all angles, including specialized teacher enemies in full uniform with unusual, menacing names (such as Colonel Heinz Soul Ripper) that you must eliminate. It is all too obvious that this brutal hell hole tortured children for years, time to send these sadistic bastards to hell.

Level 8: Himmler's Desert Warriors



Lore:

This level centers on a fanatical division originally consisting of 11,000 turban-wearing, bearded desert warriors that organized directly by SS Leader Heinrich Himmler.

While most of the division was destroyed in battle, a handful of fanatical supporters, commandos in turbans remain. These are the best of the worst. Radicals who will not give up until death and somehow managed to escape the slaughter of their comrades. They occupy a high desert fortress—a castle positioned high on a mountain—and have been launching brutal raids into the local communities ever since.

To expand their operations, the remaining commandos have fortified the ancient subterranean catacombs beneath the mountain, carving out deep-level munitions bunkers and hidden tunnels that connect directly to the canyon floor below.

They have heavily reinforced the outer ramparts with salvaged anti-aircraft guns and established a network of hidden sniper nests built into the surrounding sheer cliff faces, locking down every single approach to the citadel.

The fanatical leadership has transformed the castle's central grand hall into a makeshift command center, using stolen radio gear to coordinate increasingly coordinated, lethal ambushes on the valley supply routes.

Insane Gameplay Action:

Level 8 represents a massive spike in difficulty where "all hell breaks loose," featuring some of the most brutal combat in the entire campaign. The map starts at the base of high cliffs. The player must navigate a treacherous incline winding up the mountain toward the castle fortress on the hill. Once at the top, you must breach and fight your way directly into the castle complex.

Infiltration Options:

To penetrate the castle defenses, players can choose to wage a direct frontal assault or seek out hidden secret entrances to bypass main choke points, provided they can survive the extreme hazards of using them.

Combat Loop & Enemy Behavior:

The upward progression is a chaotic, relentless gauntlet. Enemies are encountered all along the mountain incline in fast, high-speed skirmishes, combining long-range snipers with fanatical ground troops rushing your position. Inside the castle perimeter, the vertical threat intensifies dramatically. Enemies stationed in high locations all over the fortress rain down heavy fire using RPGs and MP42s, forcing constant movement to avoid multiple explosive impacts and heavy suppression.

Resources & Pickups:

Like any other level, there are health packs and free lives scattered about. Players can always scavenge and grab the weapons of fallen enemies.

Win Condition (Kill the Boss):

After fighting your way through the mess and clearing out the remaining hardcore garrison, you face their leader at the end: The Great Mufti. Mufti moves incredibly fast and wields a high-rate-of-fire machine gun that functions as a total bullet hose, making it very easy for the player to die in seconds. If you manage to take him out, it is game over and the level is won.

Level 9: The Eye of Anubis

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Lore:

Three months later, after opening up the first interdimensional rift, Dr Swinezberg constructed an even larger particle collider. He overclocked the machinery to nearly triple the power output of the previous system. He slammed the exotic matter catalyst into the core and switched the entire grid to maximum power. Instead of reopening a path to an idyllic realm, the massive surge of energy tore open a gateway to a dark dimension the ancient Egyptians had warned should never be breached: the Underworld.

The moment the rift opened, Anubis and his jackal allies stepped through the rift. They immediately proceeded to slaughter the Nazi pig forces, decimating the garrison so quickly you could smell the cooking bacon. Swinezberg didn't even have time to offer a final nazi salute before Anubis blew the entire research facility to smithereens.

Following the destruction of the lab, intelligence reports indicate that Anubis and his ilk relocated, establishing a stronghold inside an old, abandoned church in Southern France. Your job is to hunt down, execute the interdimensional invaders, and close the rift before the entire world is consumed by the realm of the dead.

Audio:

The level's pacing is driven by a distinct, modern take on traditional Egyptian and Middle Eastern musical themes. The soundtrack blends ancient, exotic scales with heavy, contemporary instrumentation, matching the intense, high-density firefights.

Desecrated Woods:

The operation takes place in a beautiful, dense forested region in Southern France, but it features a completely different aesthetic than the vibrant cartoon woods of the Bunny realm. This environment is rendered with entirely different tree models, rugged foliage, and a grounded, realistic atmosphere with very few flowers. Sitting dead center in the middle of this dense wilderness is the old stone church. You drop into the forest floor armed only with a Colt 1911 handgun. As you push toward the church, the scale of the invasion becomes clear.

Game play:

The legacy game engine handles massive numbers of these interdimensional forces simultaneously—with 50, or even 70 Egyptian entities crowding the screen at once with no frame rate drop. Their movement speeds vary significantly, forcing you to constantly re-prioritize targets. Higher-tier weaponry is hidden throughout the zone; you must search the area, choose weapons carefully, make every single shot count and attack from strategic locations.

Primary Objective:

Anubis didn't just cross over; he anchored his presence to our reality using eight unholy tablets scattered across the forest and church grounds. These ancient artifacts serve as the supernatural tether holding Anubis and his legion to this realm.

You must track down all eight tablets and shoot them. Each one detonates violently when shot and will destroy you also. Destroying the tablets weakens the tether, allowing you to permanently eliminate his forces. locate Anubis himself, his projections, and execute them with extreme prejudice.

Level 10: Kill the Rabbit Reich A.K.A. Bunnies & Buckshot

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Lore:

The rise of the Orwellian Bunny Reich stands as a twisted parallel to the corruption of the Garden of Eden with a fanatical Nazi pig doctor serving as the ultimate cosmic snake. Operating on the dark fringes of forbidden science, this madman constructed the world's first particle collider, While working deep in a Nazi bunker. Was Dr. Swinzenberg a genius? sure... Sane? Anything but! His mad experiments achieved a terrifying breakthrough when he acquired a fragment of an unknown meteorite composed of anomalous exotic matter. The substance was impervious to any attempt to alter it or destroy it, radiating a strange energy, and glowing a soft yellow.

So like any “Good nazi” Dr Swinzenberg pushed the madness to the maximum. He fed this extraterrestrial catalyst into his atom smasher and fired the system up to maximum capacity. The resulting collision tore open a massive, volatile rift in the fabric of space-time. On the other side of this cosmic tear lay an idyllic, anamorphic bunny world—a perfect, vibrant cartoon paradise where hate was an entirely unknown concept, and every creature lived in absolute harmony, peace, and love.

Fearing the rift's volatile instability, they refused to step through the portal themselves, lest they be trapped. Instead, Swinzeberg decided to do the most Nazi thing he could after discovering eden: he decided to crap all over it. They treated the gateway as an ideological sewage pipe, dumping tons of propaganda, armbands, uniforms, pamphlets & copies of Mein Kampf directly into the pristine realm. Tons of ideological sewage. The native population discovered it all & consumed the toxic literature.

The Bunny Reich is born:

Practically overnight, an entire world of innocent, peaceful creatures were completely corrupted. Universal benevolence was eradicated, replaced by hatred, military structure, fanaticism and total devotion to one 'great' leader. The Angels had now all metamorphosed into vicious demons.

Grand Illusion:

The operation opens under a bright sunny day, illuminated by wonderful, vibrant lighting that accentuates the lush landscape. The air is filled with upbeat, happy cartoon music—exactly the kind of melody you would expect from a whimsical, animated paradise. The area is populated by towering, mushroom trees, quaint mushroom-shaped houses, blooming flowers, and vibrant green grass.

At first glance, the threat seems manageable. You spot the fascist bunnies cowering behind the massive stems of the mushroom trees and liquidate. However, these are no longer innocent creatures. In the Bunnies & Buckshot universe, every single target shares two absolute traits: They all wear distinct swastika armbands and they all instantly explode, into a satisfying spray of debris, when shot.

From a safe distance, you can systematically pick off the cowering targets, clearing out the fascist scum tree by tree to the tune of the cheerful cartoon soundtrack. It is all so wonderful wasting the dregs.

Hidden Dangers:

The easy target practice is short-lived. As you push deeper into the beautiful scenery, the terrain becomes highly treacherous. Landmines are heavily scattered across the green grass that can be hidden in plain sight, requiring absolute vigilance. If you rush blindly, you will detonate; if you slow down and observe the ground carefully, you can spot the subtle indicators and avoid death.

Ambush:

Reaching about the halfway point triggers the real battle, contrasting sharply with the happy atmosphere of easy bunny kills. Your actions have now awakened the true might of the Bunny Reich. Swarms of aggressive bunnies ambush you from all sides, trading their cowardice for advanced weaponry and opening fire with lethal ray pistols. A prominent HUD counter at the top of the screen tracks the remaining enemy forces in real time. The level only concludes when the counter hits zero, ensuring the area is completely purified of the Militant Bunny Reich, or your death.

Level 11: Bunnies and buckshot the challenge version

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The Lore of your failure:

Eden continues the toxic downward spiral. If the bunnies aren't completely liquidated, if the infestation isn't purged early, it actually gets much worse. This is the world you have created by failing to completely exterminate the Bunny Reich followers early. The sore has now festered as the Nazi poison grows to an unimaginable level. Now you must do the job correctly the first time!

History:

Right before the original rift was closed permanently, the human Nazis emptied tons of inventory into the portal—dumping half a million Pervitin (methamphetamine) pills, heavy machine guns, and surplus military hardware directly into the once peaceful realm. The result was absolute degradation. The once-vibrant paradise has decayed into a wasteland of chemically altered, hyper-aggressive zealots packing heavy fire power. If you would have succeeded in killing them early, this mess wouldn't exist. Now it is ten times worse. This is the product of your failure.

Audio Shift:

The upbeat, bouncy cartoon melody that once fueled the level's frantic pacing is entirely replaced by slow, depressing, and horror-infused music that underscores the grim, unholy reality of this corrupted world. It strips away any lingering sense of lighthearted arcade action, replacing it with an atmospheric weight that keeps the player in a state of constant, psychological dread.

Corrupted Atmosphere:

The bright, picturesque sunny day that previously masked the battlefield is entirely gone, instantly replaced by a thick, suffocating, and pitch darkness that blankets the entire environment. The once vibrant green grass has become completely dead, withered, and a sickly brown, reacting to the toxic dimensional radiation bleeding out from the rift. The entire landscape feels physically drained of life, shifting from a bright, welcoming outdoor arena into a rotting, desolate wasteland where natural cover has decayed into brittle, blackened stalks.



Visual Tech:

The engine utilizes the Oblit Gamewerks signature Negative Fog system, reducing long distance visibility to create a confined, incredibly high-stress gameplay atmosphere. Rather than a standard mist that catches light, this rendering system produces an inverted, light-absorbing shroud that acts as a physical wall, actively eating the muzzle flashes of your weapons.

Gameplay Mechanics & Threat Profiles:

There are no longer any wimpy, frightened cartoon bunnies cowering behind the trees or fleeing from gunshots. Every single entity on the map has lost all cowardice, due to the ingestion of Meth amphetamines, making them permanently hostile. They hunt you the second you manifest into the zone. The adaptive AI completely discards defensive pathfinding in favor of suicidal focus; they are all wearing unstable, high-yield military explosives strapped directly to their chests, meaning every enemy is a bomb that detonates when shot.

Melee Rushers:

Fueled by fanaticism and the stimulants pumping through their veins, endless hordes of rabid fascist bunnies aggressively rush your position to deliver relentless close-quarters melee damage via lightning-fast kicks and punches. They do not stop to aim, seek cover, or reload, instead utilizing pack tactics to swarm your immediate perimeter from all angles, ignoring incoming bullet damage as they try to physically overwhelm you and detonate their payloads right in your face.

Exploding Target Rule:

The core rule still applies—shooting a bunny causes it to instantly explode. However, because they swarm you in close quarters, exploding them right in your face will deal massive collateral damage or kill you outright. Tactical spacing is mandatory. You must avoid chain reaction bunny explosions which can end up too close and end your existence.

Ray Pistol Infantry:

The armed units soon return alongside the melee rushers, working together to pin you down from a distance while the horde closes the gap. Damage is incurred from close up combat as well as distance attacks. Targets must be prioritized.

Heal Zone Tug-of-War:

To survive the onslaught, you must utilize the designated Heal Zones—marked clearly on the terrain by a medical cross. These heal zones exist in every level of Bunnies and Buckshot, and are the standard method to regain health. Standing within this boundary rapidly replenishes your health back to 100%. The enemy AI actively targets this tactical advantage: bunnies will deliberately rush into the zone to physically punch and kick you out of the radius.

Once you are displaced from the zone, Ray Pistol rabbits open fire on and death is the result. Multiple pistol units will also shoot you while in the heal zone, overwhelming the healing effect and killing you. Desperate bunny units will also run directly into the Heal Zone and detonate, to make sure you have a really bad day.

Shrouded Minefields:

The landmines are still scattered heavily across the map. Because the environment is now cast in deep shadow and darkness, these hazards are incredibly difficult to spot. Run quickly to get away and you will most likely run over a minefield. There is a cost to failure and you will pay that cost.

Level 12: Bunnies & Buckshot Extreme (Game Demo Build)

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Environment:

Like the Challenge level, the setting is fundamentally dark, but the visual style shifts from depressing to hyper-stylized. The map is saturated with vivid, multi-colored environmental lighting that pierces through the darkness. Visibility naturally drops off in the distance, limiting how far ahead you can see. It does not completely blind the player or hide enemies in pitch darkness—you still have a clear view of your immediate surroundings—but it keeps the focus squarely on the mid-to-close-range action.

Gameplay Mechanics & Chaos Modifiers

The Psychotic Horde & Erratic Speed Variables: The sheer volume of enemies is dialed up to maximum, but the true threat lies in their unpredictability. Enemy movement profiles are heavily randomized. While some units move at standard pacing, select "Super Ultra" variants are tuned to an insane 2000 speed, closing distances instantly like ballistic missiles. Other have physics turned off and think they are supermen, or super bunnies....

Fascist Rabbits have a voice

Furthermore, the horde is fully voiced and completely unhinged. As they charge, they scream frenzied, aggressive lines like "Kill him!", "Put him down!", and "Die, die, die!" interspersed with high-pitched, chaotic bunny noises. High on Meth, the rabbits are drowning in delusion, paranoia and hallucinations.

High-Speed Hyper-Violence

Built specifically to serve as a fast, lethal, and completely unhinged standalone demo, this level takes the core elements of the previous iterations and accelerates them into absolute lunacy. It is designed to be a high-stakes, fast-paced "party" of explosive action, weapon drops, and erratic enemy behavior.

Overclocked Sandbox & Weapon Tuning:

To combat the massive spike in enemy numbers and velocity, your arsenal has been upgraded. The firearms hit incredibly hard, boasting heavy impact physics, beefy audio feedback, and massive fire rates. Guns act as literal "bullet hoses"; and ammo is nearly infinite, but weapon handling requires discipline.

Leaning on the trigger too hard will burn through your magazines instantly, leaving you vulnerable during the high-speed reload animation. For players who actively explore the arena despite the chaos, a hidden, god-tier futuristic shotgun can also be discovered. This weapon deals massive structural damage, capable of vaporizing entire columns of the Bunny Reich in a single blast.

Chain-Reaction Cascade Mechanics:

The core mechanic of exploding targets reaches its absolute peak in the Extreme demo. Because the enemy spawn density is tuned to maximum, killing a single bunny in a tightly packed cluster triggers a massive, kinetic chain-reaction cascade. Shooting one front-runner sends a shockwave through the pack (Boom-Boom-Boom-Boom!), detonating adjacent enemies in rapid succession. This allows tactical players to clear entire sectors with a single well-placed shot, filling the arena with vibrant particle effects and rapidly draining the global UI kill counter at the top of the screen.

Tactical Restraint & Exploitation:

While the previous operations rely on raw speed or overwhelming numbers, Bunnies & Buckshot Elite is a psychological trap designed to punish careless movement and exploit player muscle memory. It doesn't rely on hidden tricks; instead, it puts the hazards right in plain sight and dares you to make a mistake while running like a bat out of hell under pressure.

Key Mechanics & Hazard Layout:

Uncovered Minefields: In a direct departure from the hidden dangers of the Challenge level, the terrain design here features a deliberate environmental tell. All of the grass surrounding the landmines has been completely stripped away. The explosive devices sit out in the open, fully visible on the bare ground. However, visibility does not equal safety. The placement is highly strategic, turning the open arena into a strict navigation puzzle where one wrong step during a firefight triggers a lethal detonation.

Guarded Heal Zones & Proxy Detonations:

The vital recovery zones return, offering full health replenishment when standing over the glowing medical cross. To counter this advantage, the perimeter of some Heal Zones are ringed with the uncovered landmines. To get healed, you must slow down, stop sprinting, and precisely navigate the clear path into the center of the circle. This layout introduces a brutal, indirect threat mechanic based on your proximity to the targets:

Back-Blast Trap:

If a bunny is closing in on your position while you are inside or near the Heal Zone, shooting them can be fatal—even if you think you are far enough away to survive the bunny's immediate explosion. If that target is detonated within range of the uncovered minefield, the blast will trigger a catastrophic chain reaction, setting off the surrounding mines and instantly taking your ass out.

In this elite tier, survival isn't just about managing the target in front of you; it's about anticipating the environmental collateral damage that the target can trigger. If you panic and try running into the zone like a bat out of hell, you risk setting off a trap where the scenery itself becomes the executioner.

Shooting Gallery Demo: Zombies & Snipers

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Scene:

You're dropped into a tightly enclosed arena driven by hard-hitting, driving music and clean, standard environmental lighting. You are given a stern warning: "Enemies inbound, get to the shooting range and grab weapons!" Failure to heed this notice will result in your assumption of room temperature.

Dual-View Display:

As you move toward the firing line, you are confronted by a large weapon table that showcases every single firearm, weapon, and piece of gear featured across the entire series. Every weapon is physically presented on the table. When you pick an item up to load it into your inventory, the model remains visible on the table surface, giving you a constant visual index of your available arsenal.

9-Slot Loadout:

You are equipped with nine options for storing weapons, press keys 1-9 to switch guns.

Shooting range & Chaos Scripts:

Looking out past the large table, the shooting range is an absolute playground of destruction. The range is populated by target signs that detonate violently when shot, scattered explosives, and a chaotic mix of moving targets. The moment you cross the initial spawn threshold, you step over multiple hidden trigger zones that activate a series of timed enemy waves.

The primary irritants include a massive horde of live zombies that drop directly out of the sky into the arena. Zombies utilize highly unpredictable Chaos/Dance Scripts designed to completely wreck your tracking and lead-shots: Some units shuffle erratically from side to side or cut right in front of your crosshairs. Select units execute sudden backflips to dodge incoming fire. Advanced variants will hit the deck mid-sprint, dropping super low to the dirt and slithering forward like snakes, shrinking their hitboxes to a fraction of their normal size.

The zombie horde features heavily randomized attributes—they move at wildly different speeds, some ragdoll dynamically upon death, and certain variants explode.

Here comes the snipers!

Once you manage to clear roughly half of the active threats on the field, the second timed wave triggers, dropping a specialized squad of snipers directly into the enclosure. These snipers completely ignore traditional long-range logic. Instead, they hunt you down aggressively at close range, wielding high-caliber rifles and sticking them in your face.

Their damage output is unforgiving: two clean shots from a sniper rifle will result in a quick death.

Critical Target Rule:

The global UI counter at the top of the screen only tracks live targets. The zombie horde consists entirely of meat-shield irritants designed to clog your sightlines and absorb your bullets. To advance the counter, you must prioritize and eliminate the active, high-damage threats, the living snipers!



Overclocked Reinforcement Loop:

Just when you think you have a handle on the field, the system initiates the final survival loop. A series of randomized timers—fluctuating by up to 30 seconds in either direction—tick down in the background. When the countdown hits zero, a fresh reinforcement squad of both zombies and close-range snipers drops straight down onto your head. The global kill counter instantly spikes upward, forcing you to cycle through your nine weapon slots to suppress the new wave. The level only concludes when the final live target is completely neutralized.

Glitched Hazards: Wall Zombies

If you back up too close to the arena walls to buy yourself space, hidden "Wall Zombies" embedded within the structure will physically smack you through the environment, punishing players who lose situational awareness of their immediate surroundings. Yes, even the walls hate you!

Corpse Pile Healing and perils:

The lone heal zone is a pile of corpses illuminated by a distinct green light. Sound familiar? Standing adjacent to this pile acts as a critical Heal Zone, providing a vital lifeline in the middle of chaos, but taking advantage of this area comes with a severe tactical risk. Some Zombies have their engine physics turned completely off, a deliberate architectural choice that allows them to move totally unimpeded through the solid geometry of the map—and they absolutely will! Attempting to exploit a blind spot by standing with your back flat against the wall, effectively hiding out to safely absorb the benefits of the heal zone, can easily backfire.

Because these entities ignore standard collision detection, standard defensive positioning is useless, and hiding here will often result in a sudden zombie attack tearing right through the solid wall behind you.

Furthermore, certain zombies roaming outside the main perimeter are entirely unconstrained by the level boundaries. They can clip their attacks clean through what appears to be solid, impenetrable geometry to strike without warning, and they will ruthlessly punish any player who lets their guard down near the edge of the map.



1. Automatic weapon swap can cause quick death

Concept:

Subverting standard inventory expectations by turning weapon pickups into active environmental hazards that exploit traditional muscle memory. When a player carelessly runs over a low-tier weapon scattered across the arena floor, the engine automatically triggers a priority override that forces an instant pickup, immediately unequipping their high-powered primary weapon and replacing it with a completely low-grade substitute—typically an unreliable tool with an abysmal cyclic fire rate, a horrific reload speed, or a severely limited magazine capacity that offers zero crowd control.

Logic:

Upon crossing the item's precise 3D collision boundary, the internal inventory script forces an instant weapon-state swap, stripping away the active power weapon and jamming the garbage-tier firearm directly into the player's hands.

While the player can technically press the appropriate number row key to switch back to their primary weapon, the unholster animation delay and draw-time overhead during an intense, high-velocity firefight creates a fatal, un-cancelable vulnerability window.

By the time they realize their mistake and process that they are holding a useless pea-shooter, enemy combatants have already closed the distance and shredded their health pool. Learn or get burned!

Setup:

This mechanic specifically targets high-speed speedrunners, bunny-hoppers, and reckless players who rely on automated pathing and muscle memory to vacuum up every piece of floor resources without analyzing the environment. By weaponizing the physical layout of the level, it forces these aggressive players to break their forward momentum, slow down their routing, and actively assess the specific visual models of the loot scattered across the floor before moving over them.

Player Impact:

Teaches the player that in a "no-holds-barred" environment, even the resources are rigged against them and the arena itself is a hostile entity designed to actively sabotage their run. The core takeaway is brutal: master your weapon-switching hotkeys under pressure to recover from forced animation locks, or pay with your life.

2. Healing Zones can be Death Zones:



Concept:

Brutally subverting the classic "Safe space" found in traditional shooters. In most games, a glowing health station is a sigh of relief; here, it can be actively used as bait.

Setup:

High-visibility green healing zones are strategically placed in areas that seem safe but are subtly surrounded by concealed proximity mines or cloaked explosive hazards.

Kill:

When a player is critically low on health, panic sets in. They spot the glowing green sanctuary and immediately sprint toward it without scanning the perimeter. The moment they cross the threshold without checking their corners, they detonate the mines. Most mines can be easily spotted, but moving at such a high rate of speed makes it impossible to stop quickly. Low on health already, you soon die.

Player Impact:

Eliminates brainless rushing. It instills a sense of paranoia, forcing players to methodically clear the immediate environment and check for traps even when—and especially when—they are desperate for health.

3. Reload Death Loops-

Concept:

Punishing sloppy ammo management and panic-induced reloading habits.

Setup:

This logic is hardcoded into the core player loop and triggers dynamically across any active combat zone upon player respawn.

Logic:

If a player burns through an entire magazine in a panic right before dying, they will respawn directly back into the fray with that exact same empty magazine. Inherently, their first instinct is to hit the reload key and attempt to sprint away from the surrounding enemies. However, initiating a reload triggers a penalty that cuts sprinting speed exactly in half. Caught out in the open with slow movement, the player is effortlessly torn to shreds again.

Player Impact:

Breaking this habit requires a complete mental shift: sprint to cover first, break line of sight, and only then commit to a reload. It shifts the gameplay away from mindless spraying toward strict, tactical ammo conservation. You can't both sprint at full speed and reload at the same time!

4. Silent High-Speed Stalkers-

Concept:

Eliminating audio-based hand-holding. Modern shooters rely heavily on loud footstep cues to warn players of approaching threats; this mechanic strips away that auditory crutch entirely.

Setup:

Custom AI entities are configured with massively boosted movement speed variables and completely wiped audio profiles.

Logic:

Within the FPE (Functional Profile Editor), the entity's soundset is mapped to "null" or pointed to a completely silent audio file, rendering their movement entirely noiseless. Furthermore, a custom Lua script continuously calculates the player's look-angle relative to the stalker's position. The stalker is programmed to freeze or slow down when checked, but the millisecond the player's look-angle shifts beyond 90 degrees away, the entity surges forward at maximum velocity.

Player Impact:

Players can no longer rely on sound cues to keep them safe. It demands absolute visual vigilance, forcing players to constantly check their six and clear rooms with their eyes rather than their ears.



5. Reactive Backtrack Triggers-

Concept:

Eliminating the "Coward's Retreat" tactic. This mechanic is designed to stop players from continuously avoiding high-threat forward enemies by moving backward into previously cleared, safe territories.

Logic:

Once the player crosses the forward threshold into a combat arena, the script flags the trailing "Backtrack Zone" as active. If the player panics and attempts to reverse their x/y/z coordinates back through that zone to escape the fight, the engine intercepts the movement and executes a spawn at waypoint command. This instantly drops a heavy squad of enemy reinforcements directly into their intended escape route, boxing them in. Not all levels have this nice "feature", just the selected ones.

Setup:

Invisible, conditional Trigger Zones are embedded into the map layout directly behind key choke points and arenas.

Player Impact:

Commits the player entirely to the current engagement. It forces them to push forward through the chaos rather than exploiting the map geometry to cheese the AI.

6. Heal zones can be enemy magnets-

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Concept:

Stripping away the power of healing zones by allowing the AI to actively counter them. Heal zones are not areas of total invincibility, they can be defeated.

Setup:

Dynamic behavior scripts assigned to aggressive close-quarters AI units.

Logic:

A green lighted health zone does not guarantee safety because the enemy factions actively manipulate it. Rush-tier enemies will aggressively charge your position, using melee attacks to physically knock your character out of the healing radius so their squadmates can finish you off. Other suicidal variants will sprint directly into the zone and detonate their explosive vests, forcing you out of the radius or killing you instantly. Furthermore, the healing tick rate is finite—if a full squad coordinates fire on your position, the attack will completely overwhelm the health regeneration rate, leading to a quick death.

Player Impact:

Re-emphasizes that no space is sacred. A healing zone is merely a temporary logistical tool, not a fortress, and standing still inside one, for too long, can also be a death sentence.

7. Bullets Have Consequences:

Concept:

Simulating the oppressive weight of a real firefight by penalizing active suppression and rewarding initiative. When you are taking damage, your reaction time is slowed. If you're taking a lot of damage your reaction time is slowed even more. Just like in real life.

Setup:

A global, hardcoded combat modifier applied to both the player and the AI entities based upon initiative.

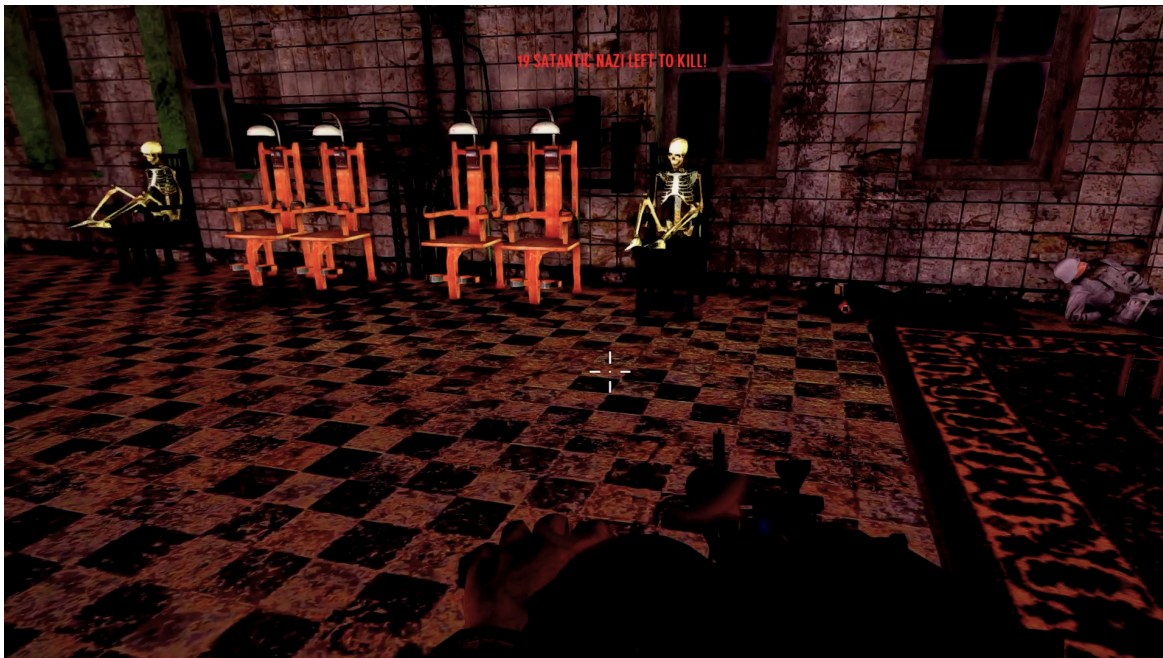
Logic:

Taking damage severely impairs mechanical performance. When a combatant is actively receiving fire, a kinetic slowdown modifier is applied, drastically reducing aiming sensitivity, prolonging reload animations, and slowing down general physical movement.

When hot lead is ripping through flesh, a coherent tactical response becomes incredibly difficult. In real combat, the entity that seizes the initiative and lands the first shot is statistically the one that survives. This is a strict two-way street: if you get ambushed, you will likely die quickly; but if you get the jump on the enemy, they die quickly.

Player Impact:

Strongly demands aggressive, proactive engagement. It rewards high-precision opening strikes and severely punishes sloppy, reactive playstyles.



8. No Safe Spaces No Mercy:

Concept:

The absolute eradication of modern, passive health-regeneration systems that reward failure. No Cowardly “hiding for healing” that is present in most modern shooters.

Setup:

Core structural health architecture built into the player state.

Logic:

Crouching behind a waist-high wall for five seconds (I.E. moronic Call of Duty healing) will absolutely not restore your health. While ducking behind cover will successfully break the incoming fire chain and stop the possible combat suppression of the slowdown modifier, every single point of physical damage you sustained remains permanent. The engine offers no free passes; your health pool is a strictly managed resource. The absolute only way to replenish your vitals is to actively hunt down a first-aid kit or risk utilizing a highly contested heal zone.

Player Impact:

Hardens the survival loop exponentially. It keeps the stakes permanently high, forcing the player into dangerous exploration routes under constant attrition, knowing that every mistake carries lasting consequences.

9. Real Weapon Physics: all guns have recoil & muzzle rise:

Concept:

Abandoning the laser-beam accuracy and highly predictable recoil patterns prevalent in modern casual shooters in favor of visceral, authentic ballistic behavior. Weapons possess distinct physical weight and mechanical personalities that mirror their real-world counterparts.



Setup:

A comprehensive overhaul of the engine's physics and weapon handling parameters, ensuring that weight, caliber, and cyclic rates directly dictate handling.

Logic:

Instead of simple, artificial camera shake, firearms react dynamically based on their specific mechanical designs. For example, a heavy submachine gun like the Tommy Gun possesses massive bulk, yet its hard-hitting caliber and high rate of fire create severe, continuous muzzle rise. To counter this intense vertical climb, players cannot simply rely on automatic recoil compensation. Much like firing the actual weapon in real life, a combatant must deliberately track the weapon's physical pull, aim low at the start of a burst, and intentionally allow the natural upward muzzle rise to walk the grouping directly onto the target's center mass.

Player Impact:

Transforms gunplay into a high-skill discipline. Players must actively learn the unique physical quirks, climb rates, and recovery times of every weapon in their arsenal, turning muscle memory and mechanical mastery into essential tools for survival.



The Operation Obliteration Game Legacy examined:

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Title: Op Oblit Trilogy

Genre: First-Person Shooter

Platform: Windows PC only

Engine: Legacy FPS engines and Unity

Developer: Oblit Gamewerks Inc.

Operation Obliteration I Overview:

The first title establishes the baseline FPS architecture, including weapon systems, enemy logic, HUD design, and level flow. It focuses on classic FPS mechanics, clear feedback, and deterministic combat behavior. It is built on a legacy engine on purpose to allow for old school gameplay chaos that is missing from modern game engines. The game is given free with purchase of Operation Obliteration 2.



Operation Obliteration II Overview:

The second title expands the core framework with advanced event-driven level design, layered enemy escalation, environmental hazards, and refined combat feedback systems. Gamewerks Inc. goal was to revive an extinct breed of First Person shooter/boomer.

Op Oblit 2 was built on a severely modified legacy engine by design. It's hard, unforgiving, and often unpredictable—and that's exactly the point. Old game engines have a raw, chaotic energy that modern mathematically perfect engines, like Unity, must fake.

The result is rougher visuals, sharper behavior, and gameplay that feels retro and dangerous again. The project features a fully custom UI and HUD, designed to provide clear, functional player feedback without reliance on engine-default interfaces. Custom Interface elements were created to support high-pressure combat scenarios and maintain readability without visual clutter. Enemy behavior is driven by custom enemy scripting, with AI logic tailored to support ambushes & controlled escalation.

Level progression and combat flow are managed through scripting, including triggers, enemy activation, event sequencing. Each level features audio selected to specifically match game tone and pacing. The soundscape actively shapes tension, mood, and player behavior.



Operation Obliteration 3, The Pharmacological War:

Op Oblit 3 is being developed in Unity using a modular architecture designed for performance, scalability, and clear separation of gameplay systems.

- Modular gameplay systems for combat, AI, HUD, events, and player mechanics
- AI encounters controlled by triggers, timers, and zone-based logic
- Scripted event chains optimized for real-time gameplay
- Medical injector system where timed pharmacological effects modify player attributes and generate systemic side effects which must be managed with other injectors.
- Optimized HUD and feedback pipeline for fast, readable combat information
- Introduction of chaos scripts to simulate the chaotic, unpredictable, randomized game play that legacy engines are well known for.

Design Goals:

To deliver a modern Unity-based FPS in which level design, AI behavior, player physiology, and feedback systems operate as a single coherent framework rather than isolated features. Include chaos scripting that attempts to duplicate the raw, chaotic action of legacy software, using Unity game engine. Operation Obliteration 3: The Pharm war is currently in production, with a tentative release date of mid 2028 and a demo to be released in 2027.



The Obliteration Manifesto: Gameplay First!

[HOME](#)

The *Operation Obliteration* series treats FPS development as a strict systems-engineering problem, not a jarring cinematic substitute. Our design philosophy prioritizes mechanical transparency, deterministic behavior, and total player comprehension under extreme pressure.

1. No Nannying, No Hand-Holding:

We loathe modern game design trends that treat players like toddlers. You won't find "glowing arrows," invasive UI markers, or artificial safety nets here. You're dumped into a meat grinder and are expected to figure it all out yourself! War is brutal, war is confusing and war isn't for yellowbellies.

2. Death to Cutscenes!

Many AAA games hold you hostage, forcing you to sit through a bloated, unskippable movie just because the studio spent millions on motion capture. Let's be clear: if you wanted to watch a movie, you wouldn't be playing a game. The *Obliterate* way is to burn down all the cinematic madness. Anything that wrests control from your hands or halts the momentum of gameplay is ruthlessly cut during game development.

3. Respect the Medium- environmental Storytelling only;

Rejecting cutscenes doesn't mean abandoning narrative—it means respecting the medium of video games. We don't *tell* you what happened; we let you discover it. Our Approach: If a story needs to be told, it is baked directly into the world. Through meticulous level design and environmental storytelling, the world speaks for itself while your hands stay firmly on the controls.

4. No Safe spaces:

The game won't reward players with a health recharge for hiding from the enemy like a coward. Health is regained by finding first aid kits, or if you're lucky, a heal zone, which carry their own risks.

5. All levels Unlocked:

NO artificial progression gates! Some games design a good first level that is impossible to finish. That's so you will never proceed to levels 2-6 which are the same as level 1. Lazy asset flipping shovelware that is drowning the market. We refuse to follow the way of dishonor. Games are about art, about fun, Not about scamming the suckers and praying they don't hit the refund button!

6. All levels can be beaten:

Although, It sometimes doesn't appear that way, especially when some fascist-piggie-scumbag is turning your carcass into swiss cheese, with his bullet hose. Every deployment drops you into a distinct, atmospheric hellscape, where dynamic lighting and a crushing soundtrack amplify the chaos. Some operations border on the suicidal, but remember, every single level can be won, If your good enough!

Official Studio Portal: oblitgamewerks.github.io/OB/

The central repository for development logs, technical insights and universe lore.

1. Executive Summary & Studio Mission

Oblit Gamewerks Inc. is an independent game development studio dedicated to the engineering and production of high-fidelity, mechanically rigorous first-person shooters (FPS). Our portfolio bridges architectural methodologies, utilizing both legacy retro game engines and modern, highly optimized Unity-based systems. We approach game design fundamentally as a technical discipline. Our core development philosophy dictates that compelling gameplay emerges organically from structured mechanics, deterministic systems, and complex player-world interactions—never from artificial, scripted spectacle or restrictive cinematic shortcuts.]



2. Core Architecture & Engineering Principles



Game projects are built upon a decoupled, modular architecture where critical subsystems—including combat calculations, artificial intelligence, HUD telemetry, and environmental triggers—operate as isolated, interconnected components within a unified framework.

Scalability & Stability:

Independent modules communicate via event-driven protocols and data-driven configurations. This prevents regressions and ensures that new mechanics can be integrated or scaled without destabilizing core codebases.

Maintainability:

By prioritizing clean separation of concerns, the technical framework guarantees mechanical clarity, predictable debugging pipelines, and long-term codebase maintainability.

Progression Model & Open Agency

Departing from industry-standard artificial content gating, Oblit Gamewerks titles feature a **Fully Unlocked Progression Model** by default.

- **Player Autonomy:** All levels, sandboxes, and environments are accessible from the initial launch. We prioritize player agency, self-directed experimentation, and true mechanical mastery over forced linear progression.
- **Systemic Difficulty:** Challenge and difficulty curves are emergent, dictated by the interplay of complex game systems and player decision-making, rather than arbitrary stat padding or restricted access. Players are trusted to engage with the game's content on their own terms.

3. Design Philosophy & Gameplay DNA

Oblit Gamewerks fuses the lightning-fast pacing of traditional "boomer shooters" with the sophisticated engineering paradigms of modern software architecture.

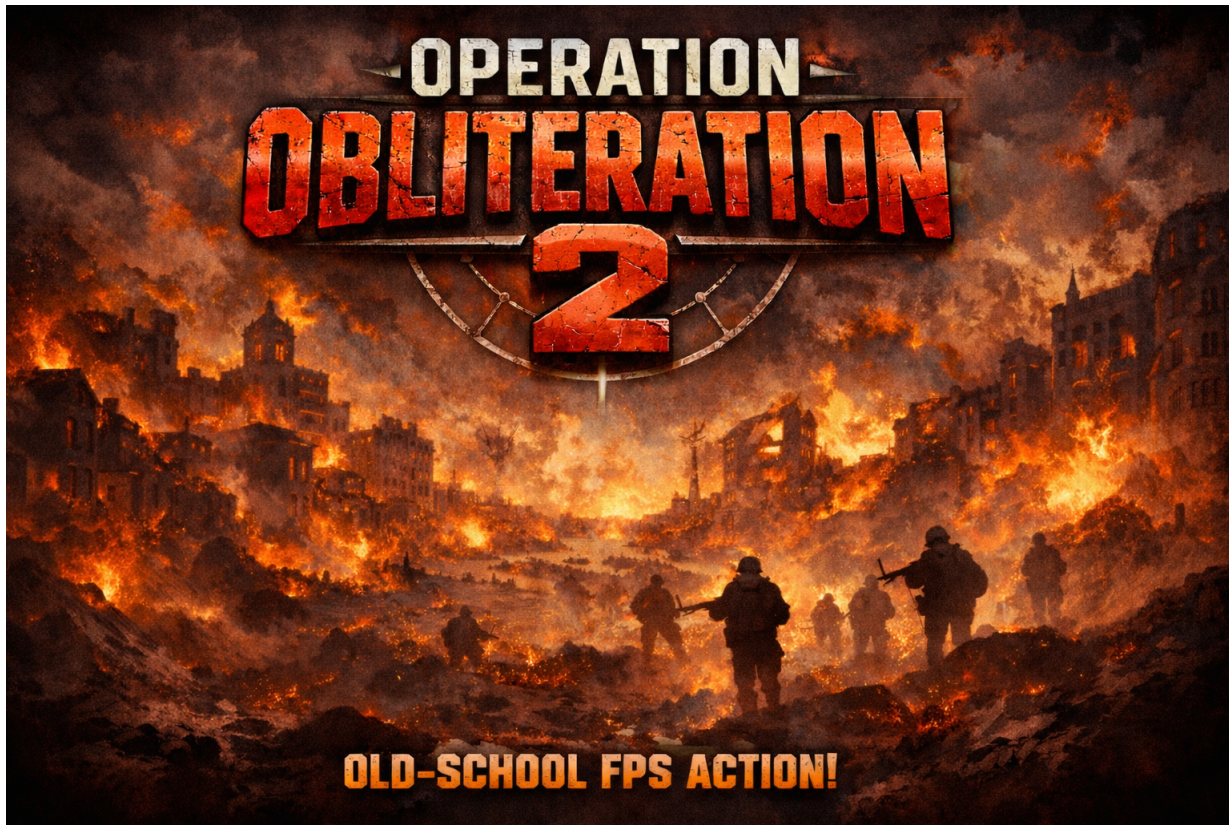
- **Mechanical Honesty:** Gameplay is fast, visually readable, and deterministic. Hitboxes, projectile trajectories, and environmental interactions behave reliably, ensuring success or failure is entirely dependent on player skill.
- **Structured Exploration:** Non-linear levels encourage routing experimentation, secret discovery, and tactical positioning, balanced by rigid encounter logic that rewards spatial awareness.
- **Anti-Hand-Holding:** We eliminate intrusive tutorials, invisible walls, and aggressive scripting. Player feedback is delivered organically through immersive audio-visual cues and robust UI telemetry.
- **Functional Intentionality:** Features are never implemented purely for visual spectacle. Every system, weapon variant, and enemy archetype must serve a distinct, quantifiable functional impact on the broader combat loop.

4. Technical Framework Specification (Unity)

For modern pipelines, development is standardized within the Unity engine using a custom, high-performance architecture optimized for sub-millisecond execution loops.

- **AI Encounter Orchestration:** Enemy behavior is regulated by advanced zone-control and trigger-network systems. Instead of hardcoded behaviors, AI agents dynamically react to spatial data, player threat vectors, and environmental state changes.
- **Deterministic Scripted Event Chains:** Environmental sequences, phase transitions, and map triggers rely on deterministic logic pipelines, mitigating race conditions and guaranteeing synchronized behavior across frame rates.

- **Low-Latency HUD Pipeline:** An event-driven telemetry system decouples UI rendering from core gameplay loops. HUD elements pull real-time combat analytics, vital signs, and performance data with minimal CPU overhead, ensuring instantaneous visual feedback.



5. Signature Feature Spotlight: The Medical Injector Framework

Currently in active development for our upcoming title, *Operation Obliteration Pharm War*, the **Medical Injector Framework** represents a paradigm-shifting mechanical layer that introduces authentic, pharmacology-based systems to tactical FPS combat.

6. System Mechanics

Rather than functioning as simple health packs, injectors introduce a high-stakes risk/reward matrix. Administering chemical compounds grants instantaneous, timed performance enhancements (e.g., accelerated movement velocity, heightened reflex matrices, recoil mitigation). However, these benefits trigger cascading physiological and psychological side effects—such as visual distortion, erratic weapon handling, or health degradation—that players must actively neutralize or balance.

7. Technical Architecture

Cross-System Integration: The injector framework links directly to core combat calculations and the low-latency HUD pipeline. Chemical dosages, efficacy curves, toxicity thresholds, and stacking status effects are calculated dynamically and rendered via live biometric telemetry on the player's UI.

Data-Driven Extensibility: Engineered as a fully decoupled subsystem within Unity, the framework reads injector profiles from data containers. This architecture allows developers to introduce new chemical compounds, behavioral side effects, and interaction rules without altering or risking the integrity of the foundational FPS player controller.



Ultimately, the Operation Obliteration series is an uncompromising return to what makes gaming unique: agency, mastery, and unadulterated gameplay. By stripping away the cinematic filler, passive hand-holding, and forced narratives of modern AAA titles, we deliver a pure, systems-driven FPS experience that respects your intelligence and rewards your skill. We don't just make games—we build mechanical arenas where your triumphs are entirely your own, and your failures are your best teacher.

Minimum System Configuration-

[HOME](#)

OS:
win 10

Processor:
Intel Core i3 (4th gen) or AMD equivalent Requires a 64-bit processor & operating system

Memory:
8 GB RAM

Graphics:
NVIDIA GTX 750 / AMD Radeon R7 260 or better

DirectX:
Version 11

Storage:
23 GB available space

Sound Card:
DirectX compatible

Recommended-

OS:
win 10

Processor:
Intel i5 or AMD Ryzen 5 Requires a 64-bit processor and operating system

Memory:
16 GB RAM

Graphics:
NVIDIA GTX 1060 / AMD RX 580 or better

DirectX:
Version 11

Storage:
23 GB available space

Sound Card:
DirectX compatible

Additional Notes:

Designed to be viewed with a true 1080 screen size.

Other resolutions will work but some elements will not line up correctly. Software requires at least a 1GB videocard to maintain a fair frame rate.

The original Operation obliteration, due to the less restrictive requirement of a legacy engine, can run well on a PC with an integrated graphics card only.

It was reported some stuttering when playing through the steam app. If you are having this issue, go to the original game files and play directly, bypass the steam app and you should have no problems!



Op Oblit 2 Game Features:

[HOME](#)

WAR ROOM LAUNCHER:

App that allows players to launch any level and play anything at any time!

22 HANDCRAFTED KILL ZONES:

Fight through 21 diverse battlefields built to test your tactical limits.

ZERO PROGRESSION BARRIERS:

Every level is unlocked from launch. No artificial gates, deploy anywhere.

RUTHLESS HIGH VELOCITY GUNPLAY:

Fast, skill-driven combat where speed is life and hesitation means death.

CUSTOM PHOTOREALISTIC HUD

Immerse yourself in the chaos with a gritty, high-fidelity military interface.

DUAL LAYER SAVE SYSTEM

Maintain total control with both manual saves and automatic checkpoints.

COMBAT READY TRIAL

Download the free, fully playable demo and taste the meat grinder first.

THE ULTIMATE VETERAN BUNDLE

Buy Operation Obliteration 2 and get the classic original game free.

68 PAGE WAR MANUAL IN PDF FORMAT

Available through the game launcher: Your instruction for destruction!

Operation Obliteration- An FPS classic returns; remastered and reloaded! [HOME](#)

With the labor-intensive remake of the classic Operation Obliteration, Gamewerks Inc. set out to restore this extinct breed of First Person shooter/boomer.

Back in 2007, Operation Obliteration gained a reputation of being a brutal shooter with zero hand-holding, no cut scenes, no comfort, no training wheels.

It was a raw survival gauntlet littered with the deadly consequences of bad decisions. The environment was built to be a meat grinder that refuses to respect the player's time or comfort, offering absolutely no tutorials, no sterile narrative cutscenes, and no sympathy for the player's mistakes. It dropped you straight into the crucible of raw survival where a bad decision leads to a tombstone. You must acquire targets quickly, adapt to layered enemy defenses instantly, and eliminate every threat, or face a punishingly quick and unceremonious death.

Operation Obliteration was built on a legacy engine by design. It's hard, unforgiving, and often unpredictable—and that's exactly the point. Old game engines have a raw, chaotic energy that modern mathematically perfect engines, like Unity, must fake using chaos scripting. Modern development environments are built to smooth out the rough edges, resulting in sanitized mechanics that feel predictable and safe. By relying on a legacy framework, the project embraces a structural instability where the physics are volatile, the enemy AI behavior is incredibly sharp, and the visual aesthetic is jagged and aggressive.

The lighting can be harsh. The result is rougher visuals, sharper behavior, and gameplay that feels retro and dangerous again. Pure old school vibe... and upgraded brutality.

Operation Obliteration can even run on integrated graphics(CPU Based) and still hold close to 30 FPS. What this means: if your machine is a potato, it will still play! No video card required! You do not need a high-end, multi-thousand-dollar rig with a massive dedicated GPU just to experience the action. The architecture is stripped of bloated modern pipelines, meaning an entry-level workstation or an ancient office desktop can render the carnage efficiently.

To offset the sheer brutality of the combat loops, you can also save the game at any time and save areas on the map are also included. This gives you the tactical freedom to establish your own checkpoints before entering a known choke point, ensuring that while the combat remains completely unforgiving, your macro-level progress is preserved.

And as with all Operation Obliteration games, each and every level was mastered with soundtracks that are environment specific, including ambient sounds and effects. The audio design rejects generic, looping background tracks in favor of an immersive acoustic landscape tailored specifically to the layout of individual combat zones.

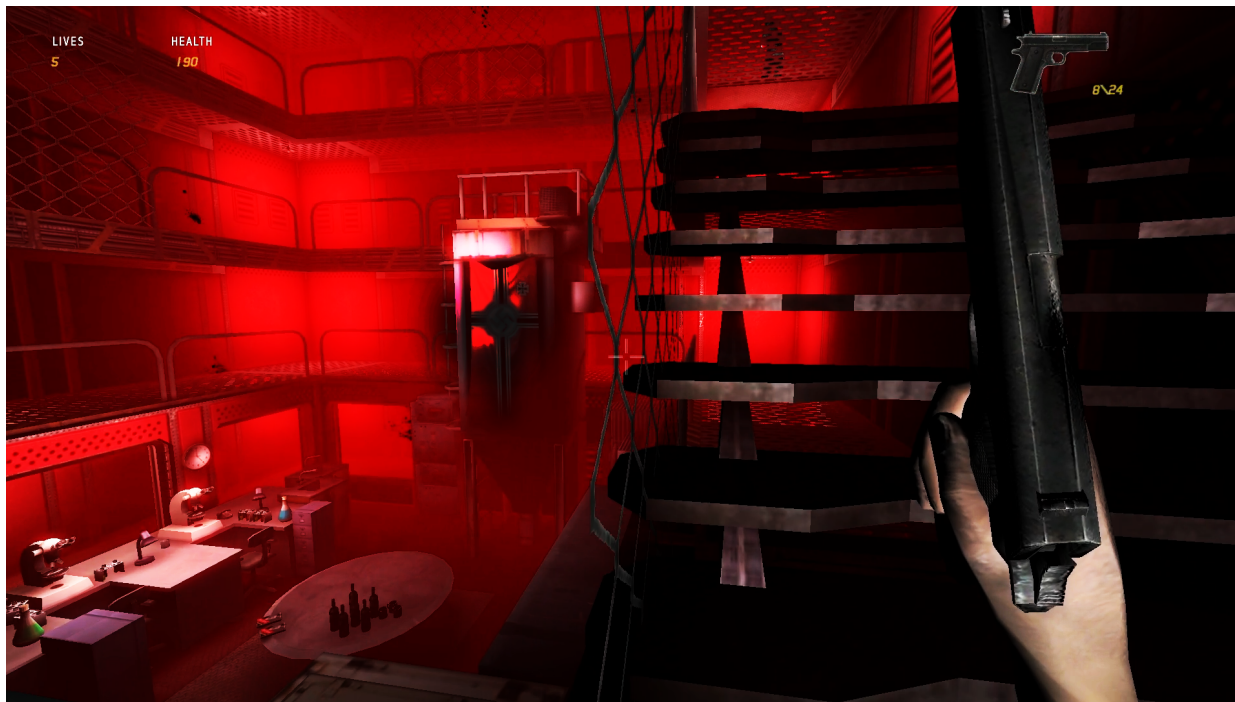


Level 1- Folkestone fascists:

Nazi commandos have taken over the small British coastal town of Folkestone. They even cleaned out the local banks. Your job: clean out their rat nest. The once-quiet seaside streets have been transformed into a heavily fortified stronghold, teeming with ruthless enemy soldiers who have secured every vital intersection and looted every vault in the sector. You are outnumbered, outgunned, and entirely on your own, meaning your primary objective is to systematically hunt down and eliminate every single occupying soldier until the town is fully liberated from their iron grip.

Tips, tricks and strategies: Don't just walk out in the open, it's the surest way to die! The enemy commandos possess lethal accuracy and will instantly cross-fire and tear your health pool to shreds if you carelessly rush down the main thoroughfares. Gradually sneak around: determine where your enemies are dug into cover, peek tight corners with absolute caution, acquire your targets efficiently, and eliminate them before they can even sound the alarm.

Maintain high situational awareness at all times, keeping your ears tuned to the environment; listen for the distinct death screams of the enemy before proceeding into any uncleared building or narrow alleyway, ensuring that the fascist scum have been completely neutralized and no hidden flankers are left behind to ambush you from the shadows.



Level 2- Nazi bioweapons lab:

Infiltrate the ground floor of an experimental Third Reich bioweapons facility. This highly classified installation is a sprawling maze of clinical horrors and tight corridors where a catastrophic failure of bio-containment is just one stray bullet away.

You must aggressively push through the administration offices, tear apart every storage locker, and thoroughly search for vital intel documents, keycards, and heavy combat equipment required to breach the deeper sectors before you finally advance to the main research lab.

The central lab complex rises an imposing eight stories high into a massive open silo, flanked by a full perimeter catwalk system that wraps around the entire structure. Ruthless Nazi shock troops patrol these vertical walkways constantly, utilizing highly unpredictable movement patterns so they are never in the same place twice, ensuring that the entire battlefield is always moving and death can rain down from any angle at any fraction of a second.

Your mission here is simple: completely clear the facility from top to bottom. Scour every sub-level to get more heavy weapons, hoard ammunition, and eliminate anything that moves before it can eliminate you.

Level 3- Fascist bunker rathole:

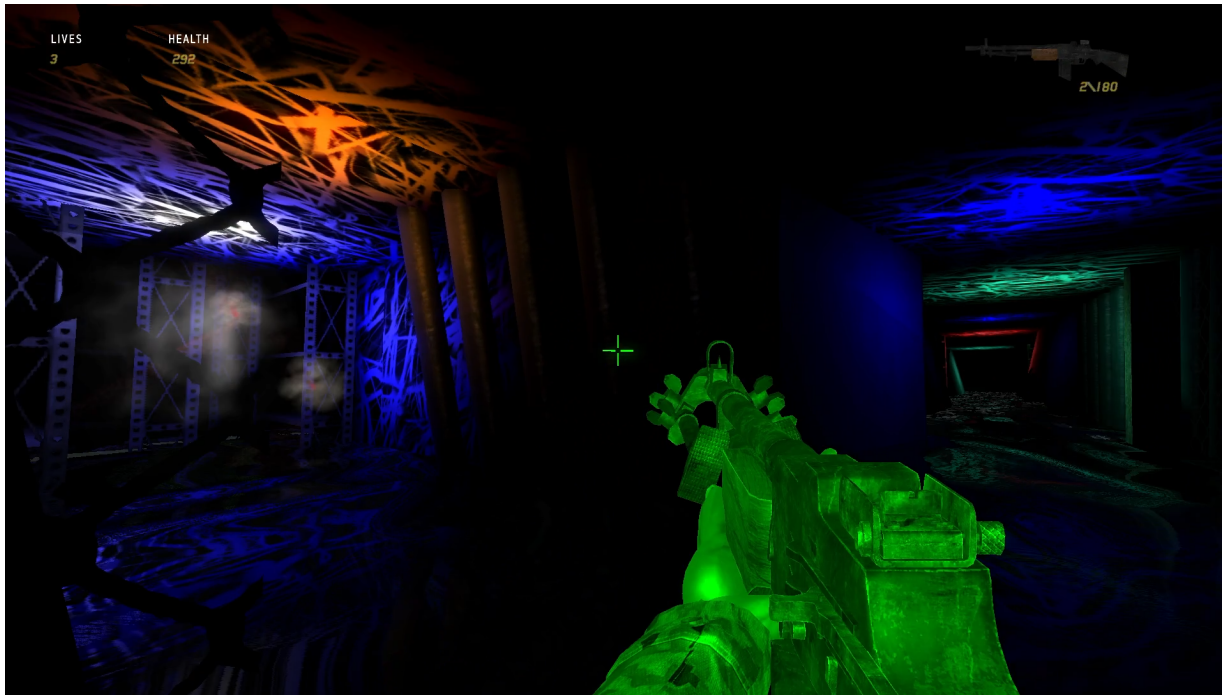


A particularly nasty pack of highly trained Nazi diehards have dug themselves deep inside a subterranean concrete bunker complex that they confidently swear is completely impregnable to outside forces. The rats are in the hole and you are the exterminator.

Your primary mission is to break their defenses and permanently correct that tactical delusion with overwhelming violence. The moment the level loads, you start with blinding fire directly in your face as the surrounding surface buildings burn to the ground around you—you must instantly turn around, scramble to grab a reliable weapon from the nearby debris, and immediately move down into the dark, claustrophobic underbelly of the fortress.

Advance methodically room by room, clearing corners with absolute precision, and use heavy machine guns to suppress corridors and explosive fragmentation grenades to completely flush out entrenched defensive positions.

They spent months building their ultimate fascist fortress to keep the world out: you are here to breach their walls, detonate their stockpiles, and turn their concrete sanctuary into their final mass grave.



Level 4- Pharmacological dreams:

After successfully clearing out the subterranean bunker, you stumble upon a highly classified cache of experimental Third Reich medication, an anomalous chemical cocktail that boasts bold clinical claims of being able to massively accelerate human combat abilities, sharpen sensory perception, and push physical performance far past normal biological limits. Of course, being trapped in a meat grinder with zero alternatives, you choose to sample it without hesitation.

Your reality soon collapses into a dark, wet, disorienting nightmare as the potent, untested drug completely hijacks your central nervous system, fracturing your visual field and dissolving your spatial awareness into a hallucinatory hellscape. The solid concrete walls of the facility violently close in on your periphery, transforming the level architecture into a claustrophobic, shifting gauntlet of industrial debris, ruptured high-pressure pipes, and jagged scrap metal junk jutting directly into your path as you are forced to drop to your knees and desperately crawl through narrow ventilation duct.

The distorted environment itself actively fights your progress at every single step, mimicking the psychological toll of chemical toxicity and extreme claustrophobia. Your movement is severely restricted, mechanically difficult, and highly confusing due to the altered gravity effects and hallucinogenic visual filters dragging down your response times, but through pure grit, spatial memorization, and absolute sensory discipline, the level can be cleared!



Level 5- Gestapo Dungeon of dread:

You snap violently awake from the drug-induced pharmacological nightmare only to realize you have been dropped straight into something infinitely worse: a subterranean Gestapo torture complex designed specifically to erase human existence. There is absolutely no mercy to be found within these walls, no hidden escape hatch to bail you out, and no modern checkpoint system to soften the blow; there is only ancient, unyielding stone, and the overwhelming scent of institutionalized pain.

The stagnant subterranean air is incredibly wet, heavy with moisture, and completely rotten with the unmistakable stench of decay, ensuring that simply breathing it into your lungs feels like a catastrophic, toxic mistake. Every single corner you approach is entirely blind, forcing you into immediate close-quarters engagements where every flickering shadow hides an entrenched executioner who wants you dead.

This monolithic dungeon was meticulously built from the ground up over decades to completely break the human spirit, shatter the mind, and reduce captives to absolute compliance through systematic terror. You are not here to survive their interrogation; you are here to completely break the machine that built it, turning their own machinery of dread against them. You must force your way forward through the pitch-black corridors, checking every cell door, conserving your dwindling ammunition, and systematically clearing the dungeon of every last interrogator and guard until the entire stone labyrinth is wiped clean of its fascist builders.



Level 6- Dr. Mengele's Playground:

The war is officially over, the global conflict has drawn to a definitive close, and the surrender papers have been signed, meaning this desolate concentration camp is supposed to be empty. It isn't. This hidden facility was Josef Mengele's notorious Advanced Bipod Processing Unit (ABPU), a highly classified, fortified black site that served as his favorite personal vacation spot and playground for human suffering.

Here, horrific brutality wasn't just an accidental byproduct of administrative efficiency—it was an entrenched, fanatical Nazi religion practiced with sadistic devotion. The site played host to insane medical experiments, systematic torture, and pure, unadulterated evil taken to the absolute furthest, darkest extremes of human imagination.

The bad doctor himself has long since vanished into the shadows, and the main civilian population of the camp is entirely gone, but a vile contingent of Nazi vermin never left the premises. These are the forgotten guards, brainwashed fanatics, and diehard fascists who stubbornly stayed behind at their posts, refusing to surrender even after their thousand-year Reich collapsed into ash and rubble around them.

That stubbornness makes them your immediate, personal problem, and the heavy weapon in your hands is the only logical solution to their refusal to capitulate. The strategic orders passed down from Allied headquarters are exceedingly simple, leaving zero room for interpretation: sweep every square inch of the camp barracks and terminate every hostile presence.

If it moves, it dies.

Take no prisoners, offer no terms of negotiation, and accept no late surrenders; this entire cleanup operation only ends when these final fascist holdouts are stacked face-down in an open pit.

This camp will soon be packed to the brim with captured SS officers awaiting a quick military trial, a significantly quicker public execution, and a permanent home in that exact same pit.



Level 7- Himmler's Castle:

You are dropped directly into the wide-open, freezing courtyard of Heinrich Himmler's ultimate castle fortress, and the entire garrison already knows you're here to visit. There is no element of surprise left to exploit, no shadows to hide your arrival, and no tactical retreat options available:

Kill or be killed!

You stand completely exposed, facing Himmler's elite, fanatical SS units—men who represent the absolute best of the worst, hand-picked for their unyielding cruelty and flawless combat efficiency.

They are heavily armed with high-caliber automatic weapons, stocked with limitless ammunition crates, and possess incredibly itchy trigger fingers, viewing your sudden intrusion not as a threat, but as a welcome opportunity to field-test their favorite hardware.

These are your new fascist friends, a bloodthirsty pack of wolves who want nothing more than to play with you in a lethal game of attrition where the rules are written in blood.

The courtyard ground is a flat, brutal kill zone completely devoid of natural cover or defensive barriers, leaving you entirely vulnerable to crossfires from fortified parapets and reinforced bunkers. To make matters worse, a suffocating, pitch-black darkness has blanketed the fortress arena, ensuring that sudden, blinding muzzle flashes from enemy barrels are the only way to momentarily see them and pinpoint their changing positions before their lead cuts through the air toward your chest.

The margin for error is non-existent, the psychological pressure is suffocating, and the dark environment is designed to overwhelm your senses within seconds. Survive if you can, clear the courtyard by parsing the gunfire in the dark, or let Himmler's prized executioners add your bones to the fortress foundations.



Level 8- Hitler's underground clubhouse:

You enter a subterranean underground combat zone built specifically from the ground up for total concealment and absolute tactical control. The entire sector is cast in oppressive low light and defined by suffocatingly tight spaces that offer zero room for maneuverability or evasion. You will immediately face intense, high-cyclic automatic fire raining down from multiple angles, alongside devastating environmental fire as ruptured fuel lines and burning debris illuminate the dark.

Combat contact is instantaneous and constant from the exact millisecond you cross the threshold; there is no grace period to orient yourself, as the occupying Nazis are heavily dug in behind reinforced barricades and armed to the teeth with high-caliber automatic weapons. They operate with absolutely no hesitation, showing zero mercy to anyone breaching their secure perimeter.

Experimental concrete structures and improvised metal cover completely choke the narrow tunnels, transforming the entire level layout into a claustrophobic maze where your forward movement is severely restricted and all military engagements are forced at point-blank range.

You must aggressively push your way through the lower section of this labyrinth, trading lead in the dark, until you finally hit the entrance of the main chamber.

This area opens up into a massive, fire-lit hall that has been used for decades for horrific torture rituals, occult experiments, and fanatical fascist gatherings. Gruesome equipment hangs from the stone walls alongside rusted iron cages, heavy meat hooks, and thick billowing smoke and intense heat that warp your vision and choke your lungs.

Hidden directly behind this ceremonial slaughterhouse lies a network of concrete storage rooms and back corridors packed to the ceiling with stolen supplies and mounds of bodies. You have your targets, you have your weapons, and you have your objective: advance through the smoke, eliminate every hostile entity, clear the back sectors, and completely conquer the stronghold.



The Operation Obliteration Trilogy:

[HOME](#)

The Op Oblit franchise stands as an uncompromising monument to raw, unfiltered tactical shooter design, serving as a definitive and aggressive rejection of the predictable, focus-tested guardrails that dominate the modern mass-market landscape. Across the entirety of the series, the core philosophy remains absolute: strip away the artificial safety nets, dismantle player comfort zones, and return true agency—and consequence—to the combat experience.

By systematically eliminating ubiquitous industry crutches like automated health regeneration, generous checkpoint padding, and artificial invulnerability windows, the series elevates survival from a passive background metric to a finite, heavily contested resource that must be ruthlessly fought for at every single turn. This is a universe where the software refuses to protect players from their own tactical errors, structural hazards, or strategic missteps, demanding instead a level of personal accountability and mechanical mastery long lost to mainstream design.

To achieve this unforgiving atmosphere, the franchise structurally upends decades of comfortable player expectations by leveraging targeted custom scripting to actively subvert standard engine behavior. The very architecture of the maps is engineered from the ground up to be just as actively lethal, deceptive, and unpredictable as the highly aggressive enemy soldiers occupying them.

Every corridor, item drop, and apparent sanctuary is tuned to exploit muscle memory and punish complacency, transforming the environment itself into a living weapon.

Spawning into any theater of operations serves as an immediate, high-stakes test of ammo discipline and resource management, while the calculated removal of standard audio cues enforces a state of absolute visual vigilance. Even standing directly inside a glowing, green-lighted heal zone offers no guaranteed safety, shattering the illusion of sanctuary and ensuring that the player never experiences a single moment of unearned comfort.

Ultimately, the enduring legacy of the entire series lies in its refusal to compromise on the stakes of engagement. By forcing players to constantly contend with realistic weapon physics, oppressive dynamic suppression penalties, and advanced enemy AI specifically programmed to counter defensive camping strategies, the gameplay loop remains permanently intense.

Every cleared room represents a hard-fought, authentic victory, and every step forward requires strict, analytical environmental assessment. The franchise establishes a brutal, no-holds-barred operational standard that completely redefines the relationship between player and system.

This foundational philosophy leaves the audience with a singular, ultimate tactical truth that resonates through every title, every map, and every single firefight: you cannot rely on the game to save you, and in the face of an aggressively hostile system, you either adapt your combat philosophy to match the absolute brutality of the meat grinder, or you die.

This enduring mandate demands that you permanently abandon any expectation of digital leniency, throw out the conventional playbooks written for lesser shooters, and directly confront an interactive environment that actively seeks your total mechanical, strategic, and psychological destruction. The simulation offers no compromise, grants no quarter, and recognizes no mid-tier effort; it is a rigid, binary machine where only flawless spatial awareness, total weapon proficiency, and iron-clad discipline separate the elite survivor from the forgotten casualty.

To step into this franchise is to accept a lifelong contract with systemic hostility, where every victory is merely a temporary reprieve from an unforgiving slaughterhouse, and every defeat is a direct reflection of your failure to evolve alongside a remorseless adversary.



“It’s Alive!” — Birth of a First-Person War Machine

It started out as an experiment—born out of frustration with modern AAA design. It’s endless cutscenes, glowing objectives, hand-holding with systems designed to protect feelings instead of test skill.

War does not provide safe spaces, you do not recover from gunshot wounds by crouching behind cover. We wanted something harsher but more disciplined, and decided to make our own.

Any game claiming to let you “relive battles” or calling itself a “war simulator” is lying. War is long stretches of boredom, fatigue, disease, fear, hunger, dirt, interrupted by moments of extreme violence. It is brutal, chaotic and permanent. That is the cold, hard reality. We aimed to capture the spirit of that reality: ambushes, pressure, uncertainty, and no-win situations without artificial protection.

How the video game sausage is truly made:

Some games hide bad design behind difficulty curves. They build one level that is impossible to win, which effectively prevents access to the other levels, and the other levels are crap. Players don't advance; they quit. Mission accomplished—for the wrong side: the side of cowards, without honor.

We build levels that are both accessible and brutal. No excuses, no scams, just traditional retro FPS action: kill or be killed. Learn or die.

Our game launcher lets you play every level: nothing is locked! It is made to be played in sequential order, but you are not forced into any order. Save any level at any time! You pick the mission and deploy. But remember- you can't heal damage hiding behind cover for 5 seconds.



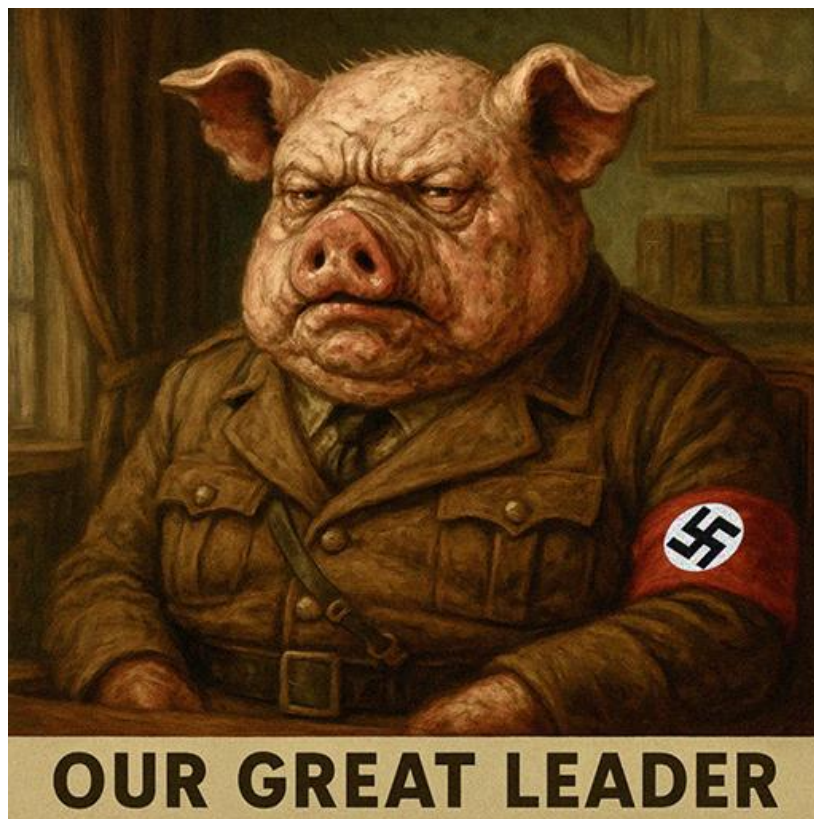
Operation Obliteration 2: The free demo

The internet is drowning in low-effort games. Asset flips. Shovelware. Mass-produced junk is pushed out as fast as possible in the hope that something sticks and makes a buck. One thing these games almost always avoid: a free demo. Why? Because the moment players try them, the illusion collapses. If the game's a steaming pile of fresh steer excrement, nobody's buying it. We do the opposite. We offer a free demo on purpose—not to hide behind marketing, but to stand out from the noise. If our game holds up, the demo will prove it. And it does!

Our demo opens with a clear, no-nonsense warning: get to the shooting range and get some guns. This is not flavor text. This is survival advice. Ignore it and the game will later correct you—violently. When you reach the range, you'll find something most games would never dare to show up front: every weapon in the game, laid out on a table, ready for inspection.

No stupid loot boxes. No mystery.

Pick them up. Fire them. Learn how they behave. Just remember—you only have nine inventory slots, so choices matter. You can't carry everything, and bad loadouts have consequences.



Nearby is the shooting gallery. It's wired with high explosives and packed with Nazi pig targets designed to react in loud, messy and deeply satisfying ways. You'll also notice captured augments present. What you do with that situation is entirely up to you.

We give you the tools, this is not a morality lecture.

At some point—without ceremony and without warning—you'll encounter a squad of fascist zombies attempting to eat your face for lunch.

Let's be very clear: this is not a zombie horror game. Zombies appear only in the demo and in Level 4 of Operation Obliteration 2. Think of them as a stress test, not a genre shift.

Zombies are traditional in most FPS shooters... War gets strange. Deal with it.

As the demo continues, additional "friends" will arrive to join the party. They're aggressive. They're persistent. Your new friends want to play, we suggest you don't disappoint them!

What you're playing is not a tutorial in the modern, padded sense. It's a live-fire exercise—a small but honest slice of our unhinged WWII universe. The world does not pause for you. Triggers stack. Timers run. Escalation is inevitable. Just like real combat, the situation evolves whether you're ready or not.



This demo exists for one reason: to prove the game stands on its own. No smoke. No mirrors. No cinematic excuses. If you survive it, you'll understand exactly what kind of game this is—and whether you're ready for the rest of the war. You are placed into hostile conditions and are expected to adapt or die. The enemy can be defeated.

Every level can be cleared. But only if you act correctly. Your mistakes will be punished.

Death will be your greatest teacher. Each death teaches you something the UI never will. What triggered what. What you ignored. What you should have prepared for five minutes earlier. Every level in the game can be beaten. You are always given the means to defeat every enemy. The catch is that the solution isn't labeled, highlighted, or spoon-fed.

Players are given flexible tools and multiple approaches to combat, encouraging adaptability rather than a single correct path. Systems are designed to interact dynamically, creating encounters that feel unpredictable while remaining fair. Levels are constructed to reward observation and problem-solving, with challenges that can be overcome through preparation, positioning, and smart use of resources.

The project draws inspiration from classic first-person shooters, prioritizing responsive controls, easily readable environments, and gameplay-driven tension. The result is a focused, systems-driven experience that values player skill, discovery, and replayability. No hand-holding. No gimmicks. Just systems built to be learned, consequences that matter, and choices that stick. This isn't call of duty!



Get yours today and get in the war!



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